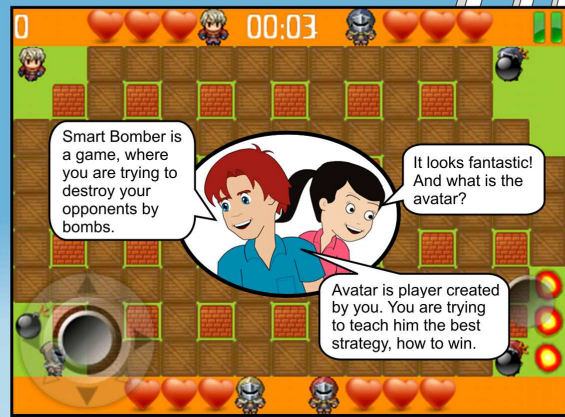
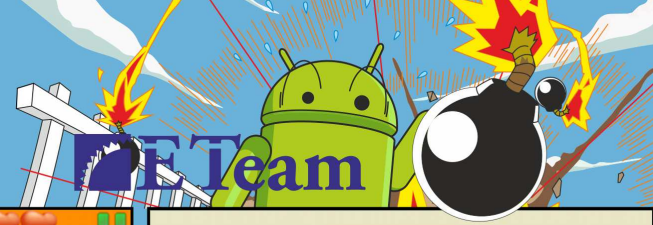


Smart Bomber

The intelligent game for mobile devices

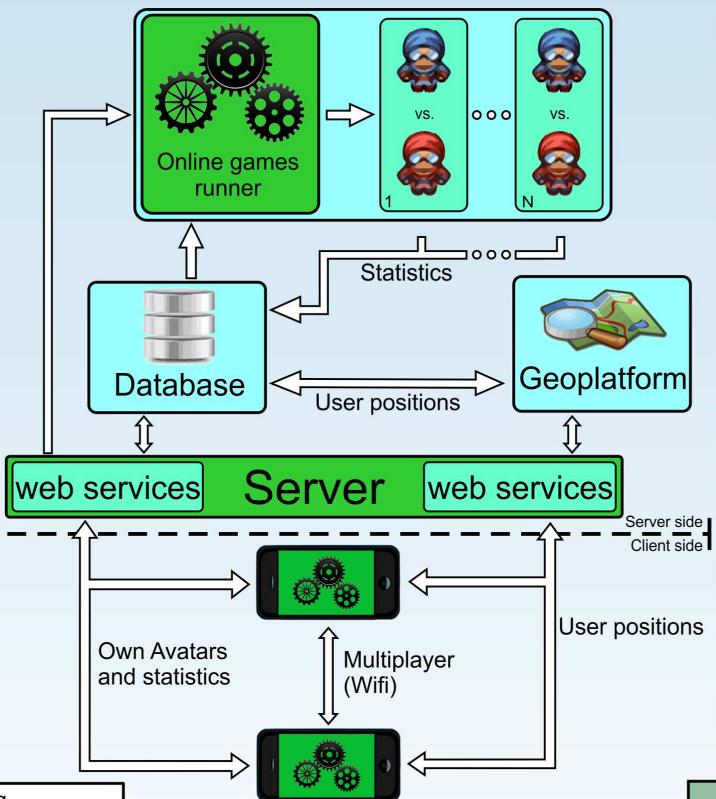


What is the game about? What are our goals?

- bomberman-style game played on grid map, goal is to eliminate opponents by placing bombs
- to increase socialization of players
- to create game, where the main role of player is to train his avatar

What is the avatar? How it is learning?

- avatar is learning by watching moves of human player
- avatar is trying to behave as a human player



How the Smart Bomber works?

Client is designed for playing:

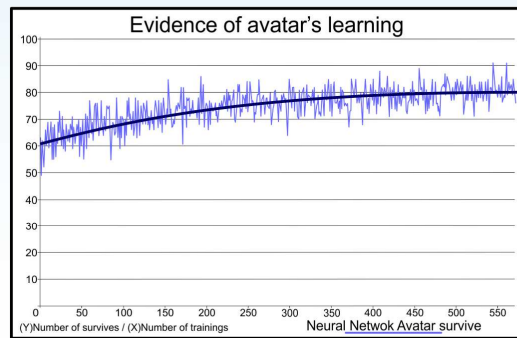
- game modes:
 - single player (training, quickgame)
 - multiplayer (human vs. human, human vs. avatar, avatar vs. avatar)

Server is designed for socializing:

- provides geo-platform and online games
- database stores avatars
- online games serve to compare avatars by match results
- geo-platform mediates positions of all players

Server and client work together:

- displayed statistics of online games
- player ranking and scores are accessible through mobile device
- find other players via geo-platform



What is done?

- geo-platform as map of nearby players positions
- different multiplayer game modes
- three different types of avatar's brain
- proved learning of Neural Network avatar
- running the online games on server
- comparing avatar's skills based on statistics from online games

