

## An Approximation Technique to Automate Tron

**Authors :** P. Jayashree, S. Rajkumar

**Abstract :** With the trend of virtual and augmented reality environments booming to provide a life like experience, gaming is a major tool in supporting such learning environments. In this work, a variant of Voronoi heuristics, employing supervised learning for the TRON game is proposed. The paper discusses the features that would be really useful when a machine learning bot is to be used as an opponent against a human player. Various game scenarios, nature of the bot and the experimental results are provided for the proposed variant to prove that the approach is better than those that are currently followed.

**Keywords :** artificial Intelligence, automation, machine learning, TRON game, Voronoi heuristics

**Conference Title :** ICSR2020 : International Conference on Scientific Research and Development

**Conference Location :** Chicago, United States

**Conference Dates :** December 12-13, 2020