

References

- [1] C. Browne, ‘AI for Ancient Games’, *Künstl Intell*, vol. 34, no. 1, pp. 89–93, Mar. 2020, doi: 10.1007/s13218-019-00600-6.
- [2] S. Gulia and R. Dhauta, ‘Traditional games in India: Their origin and status in progressive era’, *Int. j. physiol. nutr. phys. educ.*, pp. 1252–1254.
- [3] E. Collins, A. Cox, C. Wilcock, and G. Sethu-Jones, ‘Digital Games and Mindfulness Apps: Comparison of Effects on Post Work Recovery’, *JMIR Ment Health*, vol. 6, no. 7, p. e12853, Jul. 2019, doi: 10.2196/12853.
- [4] M. Campbell, A. J. Hoane, and F. Hsu, ‘Deep Blue’, *Artificial Intelligence*, vol. 134, no. 1, pp. 57–83, Jan. 2002, doi: 10.1016/S0004-3702(01)00129-1.
- [5] D. Silver *et al.*, ‘Mastering the game of Go with deep neural networks and tree search’, *Nature*, vol. 529, no. 7587, Art. no. 7587, Jan. 2016, doi: 10.1038/nature16961.
- [6] D. Johnson and J. Wiles, ‘Computer games with intelligence’, in *10th IEEE International Conference on Fuzzy Systems. (Cat. No.01CH37297)*, Dec. 2001, vol. 3, pp. 1355–1358 vol.2, doi: 10.1109/FUZZ.2001.1008909.
- [7] M. Aristidou and S. Sarangi, ‘Games in Fuzzy Environments’, *Southern Economic Journal*, vol. 72, pp. 645–659, Jan. 2006, doi: 10.2307/20111838.
- [8] R. E. Bellman and L. A. Zadeh, ‘Decision-Making in a Fuzzy Environment’, *Management Science*, vol. 17, no. 4, p. B-141, Dec. 1970, doi: 10.1287/mnsc.17.4.B141.
- [9] W. S. McCulloch and W. Pitts, ‘A logical calculus of the ideas immanent in nervous activity’, *Bulletin of Mathematical Biophysics*, vol. 5, no. 4, pp. 115–133, Dec. 1943, doi: 10.1007/BF02478259.
- [10] D. Michulke and M. Thielscher, ‘Neural Networks for State Evaluation in General Game Playing’, in *Machine Learning and Knowledge Discovery in Databases*, Berlin, Heidelberg, 2009, pp. 95–110, doi: 10.1007/978-3-642-04174-7_7.
- [11] G. Lample and D. S. Chaplot, ‘Playing FPS Games with Deep Reinforcement Learning’, p. 7.
- [12] S. F. Gudmundsson *et al.*, ‘Human-Like Playtesting with Deep Learning’, in *2018 IEEE Conference on Computational Intelligence and Games (CIG)*, Aug. 2018, pp. 1–8, doi: 10.1109/CIG.2018.8490442.
- [13] R. Z. Sha’ban, I. N. Alkallak, and M. M. Sulaiman, ‘Genetic Algorithm to Solve Sliding Tile 8-Puzzle Problem’, 2010, doi: 10.33899/EDUSJ.2010.58405.
- [14] M. Miranda, A. A. Sánchez-Ruiz-Granados, and F. Peinado, ‘A Neuroevolution Approach to Imitating Human-Like Play in Ms. Pac-Man Video Game’, 2016.
- [15] E. Alonso, *From Artificial Intelligence to Multi-Agent Systems: Some Historical and Computational Remarks*.
- [16] H. Fransson, ‘AgentChess – An Agent Chess Approach’, p. 39.
- [17] D. R. Kunkle, ‘The Game of Go and Multiagent Systems’. https://www.researchgate.net/publication/2880967_The_Game_of_Go_and_Multiagent_Systems (accessed Feb. 23, 2020).
- [18] F. Olsson, ‘A Multi-Agent System for playing the board game Risk’, p. 51.

- [19] A. Dorri, S. S. Kanhere, and R. Jurdak, ‘Multi-Agent Systems: A survey’. https://www.researchgate.net/publication/324847369_Multi-Agent_Systems_A_survey (accessed Feb. 23, 2020).
- [20] J. Chen, L. Ming, L. Xiong, F. Jia, and D. Fei, ‘Decision making model in multi-agent system’, in *2011 International Conference on Consumer Electronics, Communications and Networks (CECNet)*, Xianning, China, Apr. 2011, pp. 4012–4015, doi: 10.1109/CECNET.2011.5768163.
- [21] C. Muise, P. Felli, T. Miller, A. R. Pearce, and L. Sonenberg, ‘Planning for a single agent in a multi-agent environment using FOND’, in *Proceedings of the Twenty-Fifth International Joint Conference on Artificial Intelligence*, New York, New York, USA, Jul. 2016, pp. 3206–3212, Accessed: Jun. 05, 2020. [Online].
- [22] ‘Multi-agent Solution for “8 Queens” Puzzle:’, in *Proceedings of the 4th International Joint Conference on Computational Intelligence*, Barcelona, Spain, 2012, pp. 278–281, doi: 10.5220/0004148502780281.
- [23] K. Khoualdi and M. E.-H. Mahmoud, ‘Solving the Puzzle Problem using a Multiagent Approach’, p. 5, 2011.
- [24] N. R. Jennings, K. Sycara, and M. Wooldridge, ‘A Roadmap of Agent Research and Development’, *Autonomous Agents and Multi-Agent Systems*, vol. 1, no. 1, pp. 7–38, Mar. 1998, doi: 10.1023/A:1010090405266.
- [25] M. Wooldridge, *An introduction to multiagent systems*. John Wiley & Sons, 2009.
- [26] M. Wooldridge and N. R. Jennings, ‘Intelligent agents: theory and practice’, *The Knowledge Engineering Review*, vol. 10, no. 2, pp. 115–152, Jun. 1995, doi: 10.1017/S0269888900008122.
- [27] S. Russell and P. Norvig, *Artificial Intelligence: A Modern Approach*. Pearson, 2016.
- [28] M. Glavic, *Agents and Multi-Agent Systems: A Short Introduction for Power Engineers*. 2006.
- [29] Dr. R. Jamili oskouei, H. Varzeghani, and Z. Samadyar, ‘Intelligent Agents: A Comprehensive Survey’, *International Journal of Electronics Communication and Computer Engineering (2278–4209)*, vol. 5, pp. 790–798, Jun. 2014.
- [30] R. Patil *et al.*, ‘The DARPA knowledge sharing effort: Progress report’, Jul. 1998.
- [31] S. Poslad, ‘Specifying Protocols for Multi-Agent Systems Interaction’, *TAAS*, vol. 2, Nov. 2007, doi: 10.1145/1293731.1293735.
- [32] S. Tisue and U. Wilensky, ‘NetLogo: A simple environment for modeling complexity’, Jan. 2004, pp. 16–21.
- [33] F. L. Bellifemine, G. Caire, and D. Greenwood, *Developing Multi-Agent Systems with JADE*. John Wiley & Sons, 2007.
- [34] ‘Jade Site | Java Agent DEvelopment Framework’. <https://jade.tilab.com/> (accessed Nov. 08, 2020).
- [35] F. Bellifemine, A. Poggi, and G. Rimassa, ‘JADE- A FIPA compliant agent framework’, p. 12.
- [36] M. E. Gregori, J. P. Cámara, and G. A. Bada, ‘A jabber-based multi-agent system platform’, in *Proceedings of the fifth international joint conference on*

- Autonomous agents and multiagent systems*, New York, NY, USA, May 2006, pp. 1282–1284, doi: 10.1145/1160633.1160866.
- [37] H. Tan, ‘A brief history and technical review of the expert system research’, p. 6, 2017.
- [38] C. F. Tan, L. S. Wahidin, S. N. Khalil, N. Tamaldin, J. Hu, and G. W. M. Rauterberg, ‘THE APPLICATION OF EXPERT SYSTEM: A REVIEW OF RESEARCH AND APPLICATIONS’, vol. 11, no. 4, p. 6, 2016.
- [39] ‘Redis’. <https://redis.io/> (accessed Nov. 18, 2020).
- [40] K. R. Srinath, ‘Python – The Fastest Growing Programming Language’, vol. 04, no. 12, p. 4.
- [41] M. Tabassum, ‘Experimental Comparison of Uninformed and Heuristic AI Algorithms for N Puzzle Solution’, Nov. 2013.
- [42] A. Drogoul and C. Dubreuil, ‘A Distributed Approach To N-Puzzle Solving’, Apr. 1998.
- [43] H. Bhasin and N. Singla, ‘Genetic based Algorithm for N - Puzzle Problem’, *IJCA*, vol. 51, no. 22, pp. 44–50, Aug. 2012, doi: 10.5120/8347-1894.
- [44] J. Klimaszewski, ‘The efficiency of the A* algorithm’s implementations in selected programming languages’, *J. Theor. Appl. Comput. Sci. (Online)*, vol. 8, pp. 63–71, 2014.
- [45] P. E. Hart, N. J. Nilsson, and B. Raphael, ‘A Formal Basis for the Heuristic Determination of Minimum Cost Paths’, *IEEE Transactions on Systems Science and Cybernetics*, vol. 4, no. 2, pp. 100–107, Jul. 1968, doi: 10.1109/TSSC.1968.300136.