

Reinforcement Learning for Scotland Yard

Scotland Yard is a board game

[https://en.wikipedia.org/wiki/Scotland_Yard_\(board_game\)](https://en.wikipedia.org/wiki/Scotland_Yard_(board_game)) which contains almost perfect information. The topic of this thesis is to implement an agent based on Reinforcement learning. The game seems to favour the police as they are 6 and can coordinate each other. The goal would be to evaluate this hypothesis by letting the agent play against itself.