

CS 475: Senior Project-Project Plan
Hood College - Department of Computer Science

SEMESTER: Spring 08

PROJECT: "A word guessing game engine using Genetic algorithms"

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DATE: 02/07/2008

Abstract

The genetic algorithm (GA) is a method for solving both constrained and unconstrained optimization problems that is based on natural selection, the process that drives biological evolution. The genetic algorithm repeatedly modifies a population of individual solutions. At each step, the genetic algorithm selects individuals at random from the current population to be parents and uses them to produce the children for the next generation. Over successive generations, the population "evolves" toward an optimal solution.

The idea of the project is to develop a genetic algorithm model that would act as an engine. The GA model is given the number of letters in a word, and it guesses the letters that compose the word until it finds the right answer.