Arne Mæhlum

Balancing Real-Time Strategy Games

Exploring the feasibility of using Artificial Intelligence Techniques to evaluate Balance in Real-Time Strategy Games

Trondheim, February 2017

Master's thesis

Trondheim, 2017

Master's thesis

Arne Mæhlum

NTNU
Norwegian University of
Science and Technology
Faculty of Information Technology
and Electrical Engineering
Department of Design

◙ NTNU
Norwegian University of
Science and Technology

◙ NTNU
Norwegian University of
Science and Technology