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Strategies for Using Proximal Policy Optimization in Mobile Puzzle Games

DOI: 10.1145/3402942.3402944
, 2020, , .

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#	Paper	IF	Citations
2	Statistical Modelling of Level Difficulty in Puzzle Games. 2021 ,		
1	Evaluating the Efficacy of Different Neural Network Deep Reinforcement Algorithms in Complex Search-and-Retrieve Virtual Simulations. <i>Communications in Computer and Information Science</i> , 2022 , 348-361	0.3	