



**ABSTRACT**

Artificial Intelligence is a branch of computer Science concerned with the study and creation of computer systems that exhibit some form of intelligence. Systems that learn new concepts and tasks, systems that can reason out and draw useful conclusions about the world around us, systems that can understand a rational language or perceive and comprehend a visual scene, and systems that perform other types of features that require human type of intelligence. Today, AI applications are making its way in our daily lives and not far on playing a major role on computer applications.

With the tile game Tri-Omino, the software could act as an intelligent opponent to a human player. The aim is to have a Tri-Omino like software game, which has an intelligent computer opponent that can challenge players while playing the game. To be able to achieve this we have to do various techniques, research, and algorithms to come up with a competitive computer opponent and to be able to accomplish a Tri-Omino like game. Rules and information about Tri-Omino will also be included for the player's perusal.