**(Please replace the blue part with the information of your competition and delete all the notes in red color.)**

**IEEE WCCI/CEC2020 General Video Game AI Competition**

Organized by Jialin Liu ([liujl@sustech.edu.cn](mailto:liujl@sustech.edu.cn)) and Diego Perez Liebana(Provide the email address of the main contact proposer **only**)

Website: http://www.gvgai.net/  
(Please prepare a website for advertisement. GitHub page works as well)

Supported by IEEE CIS Games Technical Committee   
(Indicate if it is an event of IEEE CIS TC/TF, if not please delete this line)

**Scope and Topics** (\*with at most **250** words)

Blablabla…

**Submission instructions** (\*with at most **250** words)

The participants are invited to submit their code via blablabla…

**Submission deadline**

March 31st, 23:59 (GMT)

(Deadline determined by you but before the conference, as the winners should be announced at the conference.)

**Additional information**

* **Which special session (or main track) that you will suggest your participants for paper submission, if any?**

WCCI-4: Special Session on Games.

(If you don’t know yet the ID of the recommended special session, or the special session is not accepted yet, you can put “Main track” and update this information later)

* **Sponsorship**

No sponsor.

(If you don’t have a sponsor yet, you can put “No sponsor” and update this information later)