Overview

Create an **AI-focused** project in the domain of **games**.

Teams of 4 or 5 over **4 weeks**.
Key Dates

Proposal
- Assigned today!
- Due 8 November *before class!*
- Feedback the following Monday.

Intermediate Report and Demo
- Due 22 November

Final Deliverable
- Due 6 December
Overview/Abstract
Design Approach
Evaluation
Plan for Deliverables
Grading Scheme
Separation of Tasks for Team
2-3 pages total length.
Overview/Abstract

- ~300 words
- Techniques and Domain
- Example: dynamic pathfinding using A* in a platformer.
- Be careful of scope!
  - Don't go too big.
Proposal: Design Approach

Your Technical Plan

- Algorithms used.
- Debugging Approaches
- Design implications.
- Technical goals.
- Design goals.
- Around 1000 words.
Proposal: Evaluation

Evaluation

- How will you determine your project is adequately achieved your goals?
Plan for Deliverables

- What to have ready for the checkpoint and the final deliverable.
  - Roughly half done at checkpoint.
  - Goals met at final date.
Proposal: Grading Scheme

Evaluation

- Distribute 15 points across evaluation.
  - Technique implementation.
  - Framework.
  - Intermediate results.
  - Final goal.

Note: 10 points are reserved for each deliverable.
Proposal: Separation of Tasks

Separation of Tasks for Team

- Who and how many team members are responsible for a tasks.
  - Implementation.
  - Design.
  - Testing.
  - Deliverables.
Ideas: Starcraft AI

http://eis.ucsc.edu/StarCraftAICompetition
Ideas: Infinite Mario

http://www.marioai.org/
Ideas: Macross Missile Massacre
Ideas: Level Generation

http://endlessweb.soe.ucsc.edu/

http://tinysubversions.com/spelunkyGen/