**Assessment form: Artificial Intelligence Gold 1 – Making my way Downtown**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | May 10, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
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| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The different agents move around as they should and all features are implemented | The game works. The different agents move around with only minor issues or missing features. | | Doesn’t work or meet the requirements as stated in the achievements description. | 3 |
| How it works behind the scenes | | The implementation is nicely done using the correct built-in features from Unity | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient or naive. | 3 |
| Comments: | | | | | **Points:** | 6 |
| **Verdict:** | **PAss** |

**Assessment form: Artificial Intelligence Gold 2 – Conway’s Game of Life**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
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| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | All rules are applied correctly and all features are implemented. | All rules of The Game of Life are implemented, there are just a few other requirements missing. | | Not playable or missing to many requirements. | x |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |

**Assessment form: Artificial Intelligence Platinum 1 – Sneaky Lines**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The game can be played, lost and won following the requirements. The FoV is visually represented for the players and the level is interesting to beat. | The game has only minor issues or features missing, but can be played. | | Not playable or missing to many requirements. | x |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |

**Assessment form: Artificial Intelligene Platinum 2 – They’re in the trees!**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The AI changes behaviour based on the player’s movement and action. These changes are clearly distinguishable for the player. | The game has only minor issues or features missing, but can be played. | | Not playable or missing to many requirements. | x |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features (No package, coded yourself). | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |