Hierarchical Task Network Editor Software Proposal

Prepared by Leonard Andrew Spencer

# Overview

This project is a tool for creating and editing Hierarchical Task Networks (HTN) to use in game AI. Designers will be able to set the conditions and effects of actions, and assign the child actions which will be used to perform a higher level action. The task network will be displayed visually, to allow designers to easily check their work.

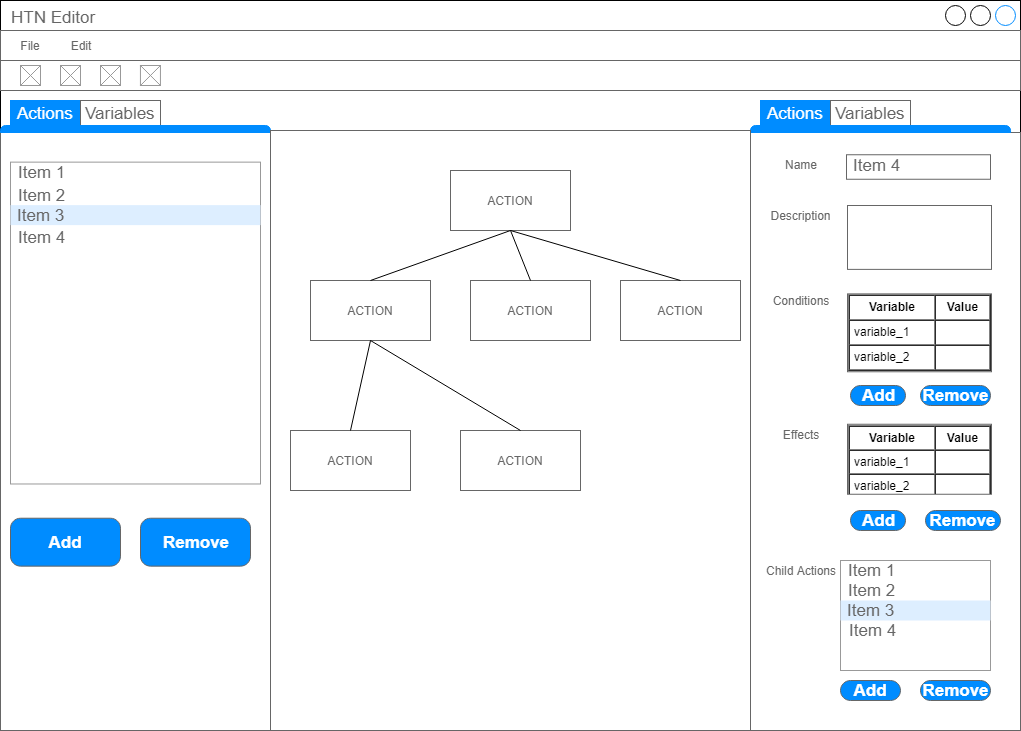
# Product Description

This project will be a desktop application used to create and edit HTNs. Users will be able to create new actions and variables, and set the conditions, effects, and child actions for an action. Actions will be displayed both textually as a list of actions, and visually as a graph of actions and their children.

The HTN will be saved as an XML document, describing the actions and their relationships. This can be used by another application to generate a HTN which can be used by game AI, as long as the HTN’s primitive actions have been implemented.

# Requirements

## User Interface



## Functional Requirements

## Design Constraints

# Release Plan