**This lab is worth 2% of your final AI4G grade.**

**Due Friday March 13th 17:00**

**Implementing Fuzzy Logic**

**Lab 7**

Create a simple game which implements the Fuzzy Logic deployment example from the lecture notes. The game should simply simulate an enemy force appearing on the screen in whatever form you deem appropriate (there should be some sort of random generator for both the size and distance away) followed by a proportional AI response force appearing.

1. Implement Fuzzy variables
2. Implement Fuzzification
   1. the Fuzzy sets and membership functions
3. Implement the Rules Matrix
4. Implement the Rules Application
5. Implement Defuzzification

Submit a zipped up copy of your solution to the Blackboard page

* 90% of marks going for the fuzzy engine implementation
  + 30% for Fuzzification
  + 30% for Rules Application
  + 30% for Defuzzification
* 10% of marks for the game display