

AI Project Final Assessment Requirements

Shooter Game using First Person POV

Three AI character types:

Patrolling Enemy (Created during class instruction)

Friendly Hostage

Boss Enemy

Game objective – The player's goal is to release hostages that are guarded by patrolling enemies and a boss enemy character.

Game Conditions

Patrolling enemies respawn after hostages are released. Released hostages follow the player to the exit. If a hostage is low on health, he finds cover until health is restored. The player scores points for each enemy that is killed and each hostage that exits the building. The player loses points for each hostage that is killed.

AI Behaviors

Patrolling Enemy Characters must have the following behaviors:

- Shooting Player
- Patrol
- Hunting Player
- Fleeing / Taking Cover

Boss Enemy Character must have the following behaviors:

- Unique Attack
- Patrol
- Hunting Player
- Fleeing / Taking Cover
- More difficult to defeat than the Patrol Enemies

Hostage Characters must have the following behaviors:

- Hiding / Finding Cover
- Waiting for Safe Conditions
- Following Player

Animations

All characters and animations are acquired from the Mixamo website or Fuse.

Animations that must be used by all characters using animation blueprints

- Walk/Run/Idle
- Jump
- Firing Weapon or Attack (player and hostiles only)
- Taking Cover
- Hit
- Dying

HUD

The following stats must show on the HUD

- Player Health
- Ammo
- Number of Hostages Escorted Safely
- Number of Hostiles Killed
- Score

Map

You are provided with a Starter Map using The Abandoned Place for the Unreal Marketplace. Modify this environment as instructed in class.