

Research Plan

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Introduction

In this document I will outline my questions and research plan for my research report.

Key Research Questions:

- What are the properties of a good ai for a turn base strategy game?
- What behaviours should a strategy game AI have?
- What information should a good strategy game AI consider?
- What AI approaches can be used in implementing this AI?
- Which AI approaches are most effective and why?
- Is it better for a strategy game AI's behaviour be predictable by the player or is it better for a it to make the most effective moves possible?

Research method:

- Identify examples of AI in strategy games
- Consider the approach of these examples and determine how they are and/or aren't effective.
- Identify what ai for custom project needs to be effective
- Come up with several detailed ai designs for custom project
- Compare the results of each approach including, their effectiveness and enjoyment to play against by playing against them and making them play against each other
- Iterate, come up with new designs based on results as many times as seems necessary
- Discuss thoughts about each in report and what I thinks works best

Summary

For my report I am going to research report I am going to research effective ai in turn based strategies. I will look at approaches used in other games to see what is effective in real games. I will then come up with my own designs and test them to see what is and isn't effective.