State Machine Project

**Module Title:** Games AI

**Module Code:** DT8999

**Assessment Technique:** Individual project

**Weighting:** TBC

***Submission Date:*** *Monday 23rd March*

## OVERVIEW

* Create AI behaviours
* Implement Finite State Machines (FSM) for AI behaviours
* Create anything you like, be creative and have fun!
* Use Google Drawing to create State Machine Charts
* Games should run without crashing or errors
* Clearly constructed, commented code

It is **mandatory** for games be demo’d in class on Monday 23rd March.

Submit your entire project on GitHub or as a .ZIP file through the Google Classroom folder.

Please try and keep the file size down ;)

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| **Marking bands** | **Criteria** |
| 30% | Code Quality |
| 30% | Complexity |
| 15% | Gameplay |
| 10% | State Machine Graphs |
| 10% | Jazz |

|  |  |
| --- | --- |
| 5% | Submit GitHub link |

Note: All submissions must be your own work.

Make sure to go through the code on Github - <https://github.com/Daeltaja/DT8999_GamesProg>