

Hi, everyone its Cryptid Games here and we are happy to present our game SasqWatch. When we first started SasqWatch we had many ambitious goals in mind from a day and night cycle to more than one Cryptid being in the game. As we progressed, we refined our goals to be attainable in our limited time span. Our three biggest goals for our project were 1.) the implementation of an adapting AI Sasquatch 2.) 4 player Multiplayer and 3.) Procedural Map Generation. The Ai was to be generated by a neural network that adapts to players behavior, each time it is caught in a trap, each time the Sasquatch is chased it learns from the previous behavior and adapts to challenge the players accordingly. For our second goal we wanted to be able to connect with each other to hunt down the Sasquatch as a team. Lastly, we wanted to ensure that each time a new game is ran your experience is different and environment always changing with our procedurally generated map. Although we faced many roadblocks and challenges along the way i'm happy to announce that our three main goals were completed!