Learning Outcomes

Lab 1
- Learned how to implement a FSM
- Discovered the very basics of automated behaviour

Lab 2
- Created a very simple AI to perform a compete in a game of Tic Tac Toe
- Expanded on the rules of behaviour that would be used in later labs
- Learned how to think with AI techniques

Lab 3
- First taste of GOB
- Learned to write first spike report
- Learned how we can develop rules and action combinations that fit to suit a goal

Lab 4
- Use basic AI techniques

Lab 5
- Allowed us to create very simple autonomous vehicles
- Implemented Seek, Arrive, Pursue & Flee behaviours
- First steps into predictive behaviours.

Lab 6 & 7
- Implemented path following and wander behaviours to extend autonomous behaviour
- Implemented group behaviours for autonomous vehicles

Lab 8 & 9
- Created bot behaviour that could hide and respond to threats in aggressive or passive ways

Lab 10
- Learned the basics of graph search implementation and the differences between search algorithms and how/why they function in the way they do.

Lab 11
- Created a bot that utilised rule systems and a world model to develop tactical awareness and formulate a strategy

Lab 12
- Built upon graph searches to illustrate pathfinding behaviours for bots

Lab 13
- Implemented GOAP as an extenstion of GOB behaviour
- Allowing us to create functioning decoupled FSM

Lab 14
- Created a HSM by layering FSM on top of each other
- Culminated & solidified technique developed in the previous labs