CAP 4053 AI for games

Monster Bounty Hunter

Group19

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David built the project and we were trying to share the project and we were stocked in this part because we had difficulties using git-hub to share our project and that made us to make separate projects and work on them separately we both made first levels basic maps and finally we were able to share the project so David shared his project with me and we used some default packs for building our maps and we choose three packs for 3levels of the game.

David worked on creating the first-person character, controller, torch controller, movements and actions related to them and he worked on designing the level maps. He developed three levels of the game and added all the blueprints and contents.

I worked on Enemy AI and I built three types of enemies which were looking at the player and shooting and following the player, but I had some problem with connecting The enemy movements to players position and movements so David helped me through that and we found out the problem was with the pawn setting

We are going to solidify the AI for 2 base enemies. One for patrolling and one for guarding. Implement some form of collectibles the player can grab. Building the first level and the town board using the unreal “infinity blade” free assets. Connecting the town board to the first level. Importing enemy models and animations.