**CSC 521 Capstone Project**

**Student – Supervisor Agreement**

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| --- | --- | --- | --- | --- |
| I / We | Edmond Basso | | would like to request | |
| Type student’s Full Name | |
| Type student’s Full Name | |
| faculty | Prof. Beifang Yi | | | |
| Project Title | Escape House Game (draft title) | | | |
| Problem Description | The goal of this project is to create a pseudo-randomized sandbox environment wherein a player is tasked with completing a series of tasks in order to escape in the fastest time. Additionally, the player will be tracked throughout this arena by a pursuant AI, which will stop at nothing to impede the player. The player will possess the ability to alter certain elements of their terrain in order to pursue this goal, however they risk drawing unwanted attention from these actions. Players must accommodate and adapt to changes in their environment, and complete puzzles efficiently whilst avoiding the AI (or other players) in order to achieve the highest score. | | | |
| **Signatures Section** | | | | |
| Add  Student(s)  Signature(s): | | Edmond J Basso | | October 2, 2020 |
|  | | Click or tap to enter a date. |
|  | | Click or tap to enter a date. |
| Add faculty signature: | |  | | 10/3/2020 |