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| **Meeting Summary** | | **Project Name:** | | CSC 584-Informal Proposal | |
| **Date and Place:** | | 2017/01/30---Hunt Library 3220 | |
| **Time:** | | 4:30pm-6:00pm | |
| **Attendees:** | | Xiangqing Ding, Wenxuan Zhu, Zifan Nan | | | |
| **Non-Attending Invitees:** | | N/A | | | |
| **Agenda Items** | | | | | |
| The meeting is held to discuss the detail of CSC 584 project, which includes following:   1. The goal and purpose of the project 2. The AI techniques to be implemented in this project 3. Evaluations of the implementation 4. What game the project is based on (optional) | | | | | |
| **Decisions Made** | | Based on the problems, the decisions are as following:  1. Develop an AI team, in which each teammate is self-interested.  2. Choose whether to fight or chasing or flee: decision making  Flee: path finding  So on…  3. Based on the detailed AI techniques or compare to a normal AI team.  4. Based the extent the AI techniques are implemented | | | |
| **Issues Identified** | |  | | | |
| **Follow-up Action Items** | | | | | |
| **#** | **Item** | | **Responsible Person(s)** | | **Target Date** |
| 1 | Meeting Summary | | Xiangqing Ding | | 2017/01/30 |
| 2 | Basic Informal Proposal | | Xiangqing Ding | | 2017/01/31 |
| 3 | Informal Proposal Review and Improvement | | Zifan Nan, Wenxuan Zhu | | 2017/02/01 |
| 4 | Final Informal Proposal | | Xiangqing Ding, Zifan Nan, Wenxuan Zhu | | 2017/02/01 |