Homework 5

Due Date: **3/17 11:59pm**

- Submit program to perforce in your student directory
    - Sub directory called: /Hmw4/…

Description:

You will be adding your own Goal-Driven Behavior to your Battle Bot. Follow the lecture and examples from the Book (Programming Game AI by Example). The style and how many goals you want to implement is up to you. You want to at minimum have the bot search and destroy the other player. However to survive against stronger bots, your bot needs

Note you don't have to finish this to work on the project, but you must complete it to get credit for Homework 5.

Problems:

Features to Implement (Required) :

- Goal Driven AI
    - Composite Pattern Recommended (Buckland Ch 9.)
        - List of recommended Goal (minimum)
            - Seek
            - Pursue
            - Find Path/Walk Path
            - Attack
            - Search For Health
            - Search For Laser Ammo
    - Bonus:
        - Implement Desirability
            - (pg 400 – 405)

Validation:

Simple check list to make sure that everything is checked in correctly

- Program compiles and runs without crashing?
    - Program warning free?
    - Make sure program build without errors or level warnings

    - Project should be able to run without crashing
- Did you write your pdf file?
- Your code needs to be a 2013 solution and project
    - Check MINIMUM files
        - Suggest a cleanme.bat
        - No - *.pdb, *.suo, *.sdf, *.user, *.exe, *.log, ...
            - If it gets generated, do not submit it to perforce
        - No - /Debug dir, /Release dir, /ipch dir
        - Seriously do not include *.sdf or ipch directory
        - Make sure what's checked in works and runs!
    - Only validating Debug mode (I'm ignoring Release Mode)
        - Cleaning project triggered from the IDE
        - Rebuilding project triggered from the IDE
- see Perforce on how to verify what I see when evaluating your project
    - All I'm going to do on my side
    - Download your student directory
    - Start the IDE by clicking your sln file
        - Clean solution
        - Build solution
        - Run as stated above

Troubleshooting:

- Baby steps
    - You'll be in trouble if you don't
- This is so slow and painful, takes forever to get working.
    - You cannot escape the agony of this part
    - Just do it.
- Hard to debug print for this project
    - Suggest using stream or sprintf to a buffer