

# Inkd AI Player

## Overview


I will be creating an AI that will play the group game project I am currently working on. The AI can then be used to benchmark levels checking they can be completed within a reasonable time.

## Goals

1. AI is able to complete levels and receive a time medal
2. AI will be able to complete the first two levels
3. AI will control the mouse to simulate player input

## Specifications

The AI will be able to complete the first two levels of the game, more often than not receiving at least a silver time medal on level completion. There will be no attempt to



collect the clams in each level. The AI will be easy to use and set up for the designers with the ability to change aspects of the AI within the Unity inspector.

## Milestones

- I. AI can move the player
- II. AI makes progress towards the goal
- III. Can get to the exit of a world without hazards
- IV. Can complete levels and receive the time medal
- V. Can complete all given levels