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| Student Name: | James Condon | | Student Number: | C00207200 |
| Working Title: | AI Steering Algorithms | | | |
| Description: | Evaluating and Comparing steering techniques in Autonomous Characters and ways to improve overall steering and realism.  Combining certain behaviours to Improve on formulas.  Steering Techniques:  Seek, Flee, (offset) pursuit, evasion, arrival, obstacle avoidance, wander, path following, flow field following, collision avoidance, separation, cohesion, alignment, flocking, leader following.  Planning Tech Demo but undecided exactly what to demo on | | | |
| Reasons for selecting project: | | I’m really interested in AI and am trying to find out how different types of steering algorithms are implemented | | |
| Proposed research content: | | Rory O Driscoll – critique of steering behaviours  Andrew Fray – critique of steering behaviours  Craig W Reynolds – Autonomous Characters  The Nature of Code – Autonomous Agent | | |
| External links (if applicable): | |  | | |
| Hardware requirements: | | ----------------------- | | |
| Software requirements: | | SFML / C++ /(SDL) | | |
| Other requirements: | |  | | |

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| Signed: | | Date: |
| **For Office Use Only** | | |
| Approved/Not  Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Reasons for not approving project: |  | |
| Conditions attached to approving project: |  | |
| Approved/Not Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Name of Supervisor: |  | |
| Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |