Idea 1

Special Forces stealth game - infiltrate procedural generated enemy bases of increasing difficulty

Chance for learning ai

# Desirability

* AI Will want to pick-up longer-range rifles if there is no fog
* The AI will call for a medic if one is in range instead of performing a healing action
* AI may use melee instead of weapons if the player is to close
* AI will use desirability to select what to do and when to do it based on predication and preselected strategies I will give it.
* Human AI Class who is the template ai for the “deviants” of this ai.
  1. Patrol
  2. Run
  3. Fight
  4. Stealth
  5. Alert
  6. Rearm
  7. Get Health
* Procedurally generate the level with multiple floors
* AI have desirability based on their toolset and weapons
* AI will choose what weapons to take based on a briefing
* AI will patrol the whole base and walk up and down stairs etc
* AI could be controlled by a central commander
* AI could have radio communication and check-ups
* AI could have differing skillsets
* AI could have classes

Gameplay is simply to infiltrate the base, take out enemy ai when needed and exfill when you have a document or laptop

Idea 2

City RTS game where you need to build a tilled city and grow your empire. Only basic needs (food, water, energy). Need to transport items around etc

# Desirability

* Player will select what they want the tiles to be using a ui and “build” their town
* the building is done automatically.
* The AI will start generating routes based on their tasks list and you can watch them follow their paths to work etc
* Soldier AI that fight the enemy cities when needed
* Procedurally generated map
* The idea of the game is to gain control of the entire tilled map.
* Tiles:
* Tiles is the core system behind this project each tile has a responsibility within the system and who owns that tile, it has 3 states “Player, Enemy or uncontrolled” the player can only change tiles that they “Own” and same for the enemy, uncontrolled tiles can be captured with troops sent out by the AI.
* The AI will send out troops based on what ever stragety it wants to take; the AI might focus on food stock piles and prioritise grass tiles where as a military ai will focus on the hills for defences