Team 13

CI 101-061

Professor Forte

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Prototype Abstract

Our team will prototype AI and behaviors for enemies. Furthermore, we will also touch on animations in order to make characters move flawlessly. The prototype aims to determine how enemies’ different behaviors may impact the gameplay. Will it be sufficient to let the enemy simply move back and forth? Will it be too hard if the enemy chases you indefinitely? How fast and how long will the enemy move? Animation is also important to prototype as our team does not have any animators. Animation will be tested in conjunction with behavior as they both are related to enemies’ movements. Our team aims to look for an efficient method to create behavior rules and animations that contributes to the gameplay while not being too difficult for the development. Some ideas for the prototypes include: different idle movements, enemies locating the player, enemies chasing the player within range, etc. Some research is needed in order to prototype the behaviors/animation. The best way to approach the prototype would be to create a test object and tweak as needed in Unity Engine. We plan to find out which ideas are possible, and which ideas are out of our reach.