Lab Report **GAME3001 – Artificial Intelligence**  W2024

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|  | **Lab / Assignment** | | 5 | **Date Submitted** | |  | |
|  |  |  |  |  |  |  |  |
|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
|  | **Mohammed** | | **Saad** | | | **101501930** | |
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| **\*\*Instructions: Please Highlight YOUR Achievement Level for each Feature / Task / Subtask\*\*** | | | | | | | |
|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Version Control | | | No Repo Created or master Repo inaccessible. | Lab 5 is the only folder in your repo, or your master repo is incorrectly structured. | Lab 5 has been added and includes all components but only includes a single commit. | Added Lab 5 to master repo.  Ensure both instructors are collaborators.  Lab 5 has several commits. | 0.5% |
| PathManager Object & Script | | | PathManager object and script do not exist. | PathManager object and script are created, but errors exist, or implementation is glitchy. | PathManager object and script are created, but implementation could be smoother or need adjustment. | PathManager object and script are created without flaw. | 1.5% |
| Updated GridManager | | | GridManager updates are completely missing from the scene. | GridManager is updated, but errors exist, or implementation is glitchy. | GridManager is updated, but implementation could be smoother or need adjustment. | GridManager is updated without flaw. | 0.5% |
| Updated Scripts  (TileScript and ClickDragScript) | | | Other script updates do not exist. | Other scripts are updated, but errors exist, or implementation is glitchy. | Other scripts are updated, but could be smoother or need adjustment. | Other scripts are updated without flaw. | 0.5% |
| Impassable Mines | | | Impassable mines do not exist in the PlayScene. | Impassable mines exist, but errors exist, or implementation is glitchy. | Impassable mines exist, but implementation could be smoother or need adjustment. | Impassable mines are implemented without flaw. | 1% |
|  | | |  |  |  | **Total** | **4%** |

Github Link = https://github.com/LoneRanger428/Game3001\_Labs/tree/main/GAME3001\_Lab5\_Start\_Project/GAME3001\_Lab5\_Start

**\*\*Instructions: Please Highlight YOUR Achievement Level for each Feature / Task / Subtask\*\***