Final Project Proposal

For the final project, we decided to create something that uses both Python and the Prolog programming languages. The reason for choosing the implementation of logical programming is that we wanted more practice with the prolog. Since we just implemented a lab based on Prolog, the information we need to implement is still fresh in our mind, so less research for us in terms of refreshing our memory. For this project, we will be working in a group of 3. The project requires that we develop logic in 2 different types of PLs and connect them using a bridge similarly to what we did during class on Monday the 15th.

Our project idea is as follows; there is a game called Overwatch. Overwatch is an RPG (role-playing game) and FPS (first-person shooter game) with a very deep and holistic story. In our project, we will use prolog to implement the relationships between the characters within the game. This will include things such as female heroes and male heroes, their relationships, organization, and goals. We project that this process will probably take us 3 - 4 days to implement due to the sheer amount of rules and facts we need to implement. Afterward, we have to develop a python program that takes in user inputs. The logic of the python program is essentially to use it as a directory in order to access information. The Prolog program will have all the files containing information regarding the characters and all their listed information. Finally, we will need to implement an input file to store data. This will probably become a data file that has all the information we need for the project.

Our schedule and assigned work will go as follows; one of us is going to write the prolog code, one of us is going to come up and write the python code, our last member is going to research and understand bridging between python and prolog. If we run into any issues or problems, we will slack you through slack.

Information about Overwatch: Click here

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