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Abstract—The abstract goes here.

I. INTRODUCTION

THIS demo file is intended to serve as a "starter file" for your final year project dissertation. Use this template for your literature review and proposal in COMP320, which you will then expand into your dissertation in COMP360.

Insert more sections here. Use BibTeX [**?**] to cite relevant literature.

II. LITERATURE REVIEW

A. Visualising Data

Visualising data/trees in general ......

Displaying data to player: ....

Visualising AI /pathfinding in games games:

Haworth *et al* looked at visualising decision trees in games to see what effect it had on children's analytical reasoning and game play [1].

While they did not come any definite conclusions their results suggested that data aided players in playing the game. However an issue they noted was that the game could be unbalanced at the end making the usefulness of the tree being displayed questionable. Haworth *et al* only made a simple game that was tested on children. In contrast Isla visualed pathfinding in a game that is now for sale?? (Word it better) [2]. Isla's game Third Eye Crime displayed Occupancy maps to the player.

B. Pathfinding

Third Eye Crime [2] visualises enemy pathfinding as the main mechanic. Isla uses occupancy maps ....

III. CONCLUSION

The conclusion goes here.

REFERENCES

[1] R. Haworth, S. S. T. Bostani, and K. Sedig, "Visualizing decision trees in games to support children's analytic reasoning: Any negative effects on gameplay?" *Int. J. Comput. Games Technol.*, vol. 2010, pp. 3:1–3:11, Jan. 2010. [Online]. Available: http://dx.doi.org.ezproxy.falmouth.ac.uk/10.1155/2010/578784

[2] D. Isla, "Third eye crime: Building a stealth game around occupancy maps," in *Proceedings of the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment*, ser. AIIDE'13. AAAI Press, 2014, pp. 206–206. [Online]. Available: http://dl.acm.org/citation.cfm?id=3014712.3014745