




Descrierea proiectului



Proiectul se concentreaza pe implementarea celebrului joc "Mario", aducand in scena un AI capabil sa invete si sa progreseze in joc pentru a-l completa. Utilizatorul va avea oportunitatea de a se bucura de experienta de a juca nivelele pe cont propriu, dar si de a urmari cum AI-ul invata si evolueaza in rezolvarea acestora. Atat jucatorul, cat si AI-ul, vor avansa prin nivele, avand optiunea de a salva progresul in orice moment.

User Stories

Current Iteration/Backlog  10


 0 of 9 points

1 • 18 - 24 Mar •  100%

  Ca utilizator vreau sa pot alege intre a juca jocul sau a urmari AI-ul cum rezolva jocul



Start

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 Ca uilizator vreau sa pot seta rezolutia, volumul


Start

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  Ca utilizator vreau sa pot vedea cum invata AI-ul sa joace.



Start

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 Ca utilizator vreau sa pot pune pauza jocului


Start

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  Ca utilizator vreau sa pot reincepe jocul



Start

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 Ca utilizator vreau sa pot alege ce nivel sa joace AI-ul



Start

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  Ca jucator vreau sa pot sa refac un nivel deja completat

Start

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  Ca jucator vreau sa pot salva progresul.

Start

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issue

Diagrama Gantt

Task	Sapt 3	Sapt 4	Sapt 5	Sapt 6	Sapt 7	Sapt 8	Sapt 9	Sapt 10	Sapt 11	Sapt 12	Sapt 13
User stories & workflow diagram											
Images, Input, & Collisions											
Player, Tiles, & Physics											
Animations											
Level Editor											
Power-Ups											
Enemies											
Level Transitions											
Audio											
Create executable											
Implement agent to control game											
Create and train neural network											
Documentation											
Final touches to the project											

	A
1	Task
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Diagrama Workflow

