Mini Project Logbook

Zombie vs Tank (Artificial Intelligence)

Group Members

Roll No: 53 Name: Priyanshu Singh

Roll No: 44 Name: Deepak Prasad

Roll No: 41 Name: Tejas Patne

Roll No: 23 Name: Sneha Kadambala

Supervisor/Guide: Sangeeta Oswal



**Department of Artificial Intelligence and Data Science**

Vivekanand Education Society’s Institute of Technology

Academic Year: 2021-2022

**Department of Artificial Intelligence and Data Science**

**2021-2022**

**Group No**: 15

**Project Title**: Zombie vs Tanks (Artificial Intelligence)

**Guide**: Sangeeta Oswal

**Students Details**:

|  | Member-1 | Member-2 | Member-3 | Member-4 |
| --- | --- | --- | --- | --- |
| **Roll No** | 53 | 44 | 41 | 23 |
| **Name** | Priyanshu Singh | Deepak Prasad | Tejas Patne | Sneha Kadambala |
| **Class** | D6AD | D6AD | D6AD | D6AD |
| **Contact** | 9082035567 | 9004804892 | 8169622343 | 9820246721 |
| **Email** | 2020.priyanshu.si ngh@ves.ac.in | 2020.deepak.pra sad@ves.ac.in | 2020.tejas.patne @ves.ac.in | 2020.sneha.kada mbala@ves.ac.in |
| **Signature** |  |  |  |  |

Course Outcomes

**Course Outcome:**

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyse the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.

# Proposed Schedule for Mini Project

| **Week/ Date** | **Content** | **Time**  **Required** | **Remark** | **Signature** |
| --- | --- | --- | --- | --- |
| 1. | Topic selection | 3 hr |  |  |
| 2. | Discussion with mentor and group members | 1hr |  |  |
| 3. | Research about topic | 4hr |  |  |
| 4. | Research on the requirements of the project. | 3hr |  |  |
| 5. | Learning the required programming language. | 8 hr |  |  |
| 6. | Looking about the AI aspects into the project. | 2 hr |  |  |
| 7. | Research on AI techniques and methods. | 3hr |  |  |
| 8. | Learning the AI algorithm | 4hr |  |  |
| 9. | Implementation of the structure of the project. | 3hr |  |  |
| 10. | Implementation of the main code of the project. | 4hr |  |  |

**2021-2022**

# Mini-Project Progress Report

**Sem – 3**

**Project Gr No** 15

**Title**: Zombie vs Tanks (Artificial Intelligence)

**Guide**: Sangeeta Oswal

| **Roll No** | **Name of Project Member** |
| --- | --- |
| 53 | Priyanshu Singh |
| 44 | Deepak Prasad |
| 41 | Tejas Patne |
| 23 | Sneha Kadambala |

| **Week/Date** | **Work Done** | **Students Present** | **Sign of Guide** |
| --- | --- | --- | --- |
| 1 | Understanding The Requirements of Project and how it can be implemented | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 2 | Learn basic concepts of python Programming language and it popular module pygame | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 3 | Learning about How’s the game works and how AI can be interact with the user while playing the game | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 4 | Learning About Which AI Algorithm can be used for this game so that the zombies will try to go near tank position | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |

| **Week/Date** | **Work Done** | **Students Present** | **Sign of Guide** |
| --- | --- | --- | --- |
| 5 | Understanding More About Reinforcement Learning and How it Can be implemented | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 6 | Designing of Basic GUI Part of the Game | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 7 | Implementation of GUI Part of Game using Python library called pyzero | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 8 | Implementation of moving functions of tank and zombies using keyboard keys | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 9 | Learning Of Implementation of AI Algorithm in games | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |
| 10 | Implementation Of AI main Code of The Game using Python | Priyanshu Singh |  |
| Deepak Prasad |
| Tejas Patne |
| Sneha Kadambala |