CHICKEN AI Component Concept - Andrew Findlay (AF187249)

The Game

I will be integrating my AI component into my Comp230/260 game project. This is a 2d action platformer called “Shield Man” where the player navigates around the levels by bashing themselves off of surfaces with their shield. To 100% complete the game, the player must only use the shield to move and complete every level within a specified time.

Here is a screenshot of shieldman level 1

The Functionality

My component will be AI for a variety of chickens. This will allow them to navigate the environment and respond to the player based on its personality, for which the possibilities are listed out below.

The Classic Chicken	This cluster of chickens wander aimlessly around the map, avoiding anything dangerous, they will run away if the player gets to close. Classic chicken.
Who You Calling Chicken	This chicken will run at the player and proceed to follow them around the map.

Chick Me Out	This chicken is a show off and will try and get as high as possible on the map
Cocky	This chicken likes to dice with death, and fails doing so. It will end up killing itself if there is something dangerous on the map.

The Chickens' Place in the Game

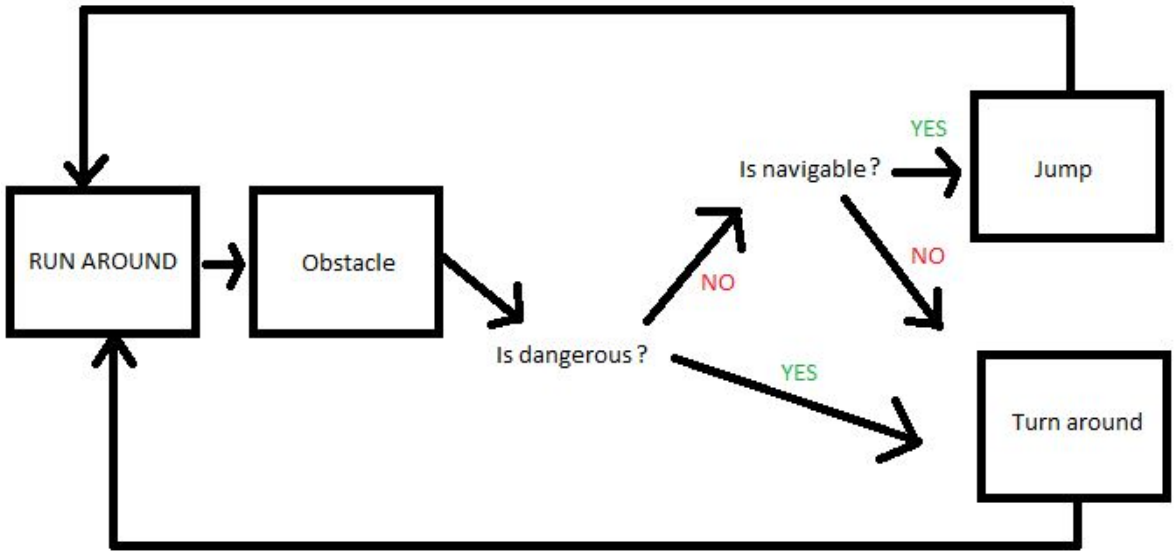
One of the main pillars of Shield Man is its satirical humor. These chickens offer something extra to mess around with, providing a funny addition that compliments the nature of the game.

Key requirements

At least the classic chicken must be implemented. Chickens should be able to move around, jump and fly. They will be able to navigate around the map to achieve their puny little goals. If multiple behaviours are implemented, different chicken types should be distinguishable by their personality.

Scope

Since the component involves multiple chicken behaviours, it will be easier to scope up or down if necessary. For that reason, I will create the classic chicken behaviour and branch off of this to create the more complex personalities.



Basic map of how a classic chicken may act