Project Work Plan

Artificial Intelligence as a turning point in the evolution of the video games

Stages of research	Content of work	Activities	Time frame
Preparatory			
Task 1	Definition of the topic	Organizing project content	March 2h
Task 2	Goal, objectives, motivation, problems	Discussion with the tutor	March
Task 3	Work plan	Drawing up a work plan	March 3h
Organizational			
Task 4	Literature	Literature review	March 15h
Task 5	Collecting data	Analyzing data	March 5h
Task 6	Introduction to the project	Formulate introduction	April 2h
		Discussion with tutor	April 1h
Theoretical			
Task 7	Methodological framework	Project methods, methodology, and type	April 3h
Task 8	Theoretical framework	Write the theoretical part of the project	April 12h
Task 8.1.	Learn about artificial intelligence applied in video games	Write the findings in my project	April 3h
Task 8.2	Learn the modern artificial intelligence	Write findings	April 3h
		Discussion with the tutor	
Task 8.3	Learn the evolution of AI applied in video games	Write the findings in my project	April 6h
Task 8.4	How much AI is currently being used in video games?	Write findings in the project	April 2h
Analytical			
Task 9	Analysis of findings	Analyze findings	May
		Discussion with tutor	
Task 10	Conclusion	Writing the conclusion of my investigation	May
Presentation			May