

# Lab8 - AI in a Multiplayer Environment

*COMP280 - Multiplayer Game Development*

**Purpose:** Intruducing AI in a Multiplayer Environment — Setting UP the AI System, Creating an AI opponent (NPC), Implementing few Behaviours of NPC

**Due Date(s):**

- Class Work portion(s): in the end of class(es)
- The challenge portion: by end-of-week's Friday, 11:59PM.

**ClassWork (50%):** - Follow the hands-on class work.

**Challenge (50%):** - I will do hands-on for a portion of the lab. Your challenge is to complete the rest by yourself (you still can ask for help when needed). Take relevant snapshots of your work. - The section marked [Optional] (if any) is just that, optional. You can still decide to do it to re-inforce the skills acquired/refreshed so far.

**Deliverables:**

- Submit a .zip of the work folder (including the snapshots document and a short video of the playthrough — ~1').