**Applying AI Techniques**

For this assignment, we were tasked with creating AI for one of two different dinosaurs. The first was an anklyosaurus, the second was a raptor. The goal was to have the raptor hunt down the anklyosaurus. I decided to work on the anklyosaurus. Since both dinosaurs work from the same base class, it is necessary to edit their individual files to create specific behaviours that will be unique to the two different dinosaurs. In some cases there is already code implemented for certain behaviours, in which case it is simply necessary to run those behaviours at the appropriate time. An example of this is the flee behaviour, which has code inside the agent folder, under behaviours. In other cases, there was code in place for certain behaviours, but under a different name. An example of this is the wander behaviour, which matches the description for the Grazing mechanic. It was also important to set up a proper class structure for the various behaviours available to the dinosaur and to implement states. Many of the actions that the dinosaur could be doing are mutually exclusive. For instance, if a dinosaur is drinking, it cannot be eating. If a dinosaur is fleeing, it cannot be eating or drinking, while if a dinosaur is dead, it cannot be performing any other action. There were also some restrictions on certain activities. There are some things that only the predators do, and others that only the prey do. Some activities require a prerequisite to be fulfilled before they can be performed. An example of this is drinking, which requires water, and it was decided at a specific terrain height would be required for this. Additionally, in order for predators to eat, it is necessary to have a corpse.

Code can be found on the 15032728 branch of this project, on Github.