|  |
| --- |
| **MAT301 / CMP304 Coursework**  **Project Report (50%)**  **Title** |
| Instructions:  - This is a template that you should use to complete your assignment report.  - Please read the assessment brief document before attempting this.  - The gray text is meant as guidelines. You are to replace it with your own.  - You may add subtitles as you see fit.  - Delete this instructions part and any gray text before submission.  - After you complete this report, save it as a pdf, and submit it along with the demo video and your application .zip file.  - Word count target should be around 2500 words. However this is not a hard limit and you can go over or under as required. |
| **By: Rowan Ruthven - 1802152** |

|  |
| --- |
| **1. Introduction (5%)** |
| Relevant overview properly setting the context of the project.  This AI project simulates a guard, similar to those seen in stealth games, patrolling the streets and responding to alerts. The simulation is built in Unity, using C# scripts, to compare the Finite State Machine and Behaviour Tree AI structures.   * Hypothesis: Finite State Machine will be more efficient due to the small scale of the AI structure, but would become less efficient if the AI became more complex |
| **2. Methodology (15%)** |
|  |
| **3. Results (10%)** |
|  |
| **4. Conclusion (10%)** |
|  |
| **5. References (5%)** |
|  |

Structure, style, formatting, spelling, grammar, coherence (5%)