**Student Name**

Lewis Wilden

**Proposed Final Project Title**

Creating Guard AI Suitable For A Stealth Game

**Development Blog URL**

https://guardaiproject.wordpress.com/

**Brief Outline of Work**

This project is an exploration and creation of an Artificial Intelligence suitable for a guard within a stealth based game. The essence is to create a set of rules for the guard so it can patrol, detect, chase and attack the player character. I will also create a gameplay scenario to play-test the implemented algorithm and change any elements that seem unnecessary or add elements that are needed.

This project will be based in the Unity3D engine using the C# programming language, the reasoning behind this is I have more experience with the Unity engine and more confident with C# than other languages.

The following areas of research will be vital to this project:

Finite State Machines: The FMS will handle the decision making for the guard, researching the methods for creating FMS and the ways to change the states at the correct time is crucial. Having the guard start in an idle/patrol state and changing to aware state if it notices something out of place e.g. open door, then moving to alert state if the player is seen or heard.

Pathfinding: Creating a method for the guard so it can follow a patrol system and chase the player if caught. Also, how will the guard react to walls/objects, jumping or climbing up/down walls. If the player is heard how will the guard know what direction it is coming from and what the optimal path is.

Mechanics: Researching the current common mechanics and rules that new stealth based games use today.

**Rationale For The Project**

The reasoning for undertaking this project is programming interest me academically, professionally and personally, artificial intelligence is an area that I haven’t explored yet and I’m exited to give it a try.

**Annotated Bibliography**

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|  | **Bibliographical item** | **Summary** |
|  | Basilico, N., Gatti, N. and Amigoni, F. (2012).  Patrolling security games: Definition and algorithms  for solving large instances with single patroller and single intruder.  *Artificial Intelligence*, [online] 184-185, pp.78-123.  Available at: https://pdfs.semanticscholar.org  /2041/0e7ac4b93797e5fd705fd32b5910601f9fad.pdf  [Accessed 1 Oct. 2017]. | This article discusses the optimal ways of implementing a single patroller (guard in my case) and a single intruder (The Player) in a patrolling security game. The authors discuss the overall game model and a basic algorithm. |
|  | Buckland, M. (2009). Programming game AI by example. Plano, Texas: Wordware Publ. | This book discusses the practical way of creating an AI algorithm. The book contains pseudo code which allows for easy translation for multiple programming languages. |
|  | Kehoe, D. (2015). *Designing Artificial Intelligence for Games (Part 1)*. [online] Software.intel.com. Available at: https://software.intel.com/en-us/articles/designing-artificial-intelligence-for-games-part-1 [Accessed 5 Oct. 2017]. | Discusses the ways of designing an artificial intelligence system in games ranging from simple to advanced. Also discusses finite state machines which will be a big factor in my project. |
|  | Kehoe, D. (2015). *Designing Artificial Intelligence for Games (part 2) | Intel® Software*. [online] Software.intel.com. Available at: https://software.intel.com/en-us/articles/designing-artificial-intelligence-for-games-part-2/ [Accessed 5 Oct. 2017]. | Offers advice on AI perceptions and AI Navigation. It discusses the implementation of sight and sound for the AI, both will be included in my project. The author also discusses the A\* algorithm for pathfinding. |
|  | Kirby, N. (2011). *Introduction to game AI*. Australia: Andover. | Introduction to AI, demonstrates the concept of designing and implementing AI. Great for learning the basics to build my knowledge. |
|  | Millington, I. and Funge, J. (2016). *Artificial Intelligence for Games*. London: CRC Press. | Explores numerous example from real games and explores the ideas and concepts throughout the book. |
|  | Palacios, J. (2016). *Unity 5.x game AI programming cookbook*. Birmingham: Packt Publishing. | Presents essential and niche techniques for AI programming. The book contains techniques on navigation, decision making, vision and hearing capabilities and creating a more humanlike AI behaviour. |
|  | Smith, M. and Queiroz, C. (2015). *Unity 5.x cookbook*. Birmingham: Packt Publishing, pp.257-303, 309-350. |  |
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| **Use this grid to plan your project milestones** | | |
| **2017 – 18** | **Week #** | **Milestone Deliverables and Tasks** |
| 25 – 29 Sept | Week 1 | Research current AI in game today |
| 2 – 6 Oct | Week 2 | Find research materials for the project |
| 9 – 13 Oct | Week 3 | Find research materials for the project |
| 16 – 20 Oct | Week 4 | Find research materials for the project, Plan Proposal |
| 23 – 27 Oct | Week 5 | Find research materials for the project, Plan Proposal |
| 30 Oct – 3 Nov | Week 6 | Find research materials for the project, Plan Proposal |
| 6 – 10 Nov | Week 7 | Submission of Final Project Proposal: by noon, Friday 10 Nov 2017 |
| 13 – 17 Nov | Week 8 | Research and design behavioral system. Install any standard assets I need for the project |
| 20 – 24 Nov | Week 9 | Implement basic guard movement, add patrol system |
| 27 Nov – 1 Dec | Week 10 | Start Guard vision |
| 4 – 8 Dec | Week 11 | Test and polish guards vision |
| 11 – 15 Dec | Week 12 | Implement Guard Hearing |
| 18 – 22 Dec | **Mid-Winter Festival** | |
| 25 – 29 Dec |
| 1 – 5 Jan |
| 8 – 12 Jan |  | Test and polish guard hearing |
| 15 – 19 Jan |  | Create FSM for the mechanics |
| 22 – 26 Jan | Week 13 | Continue with FSM creation, Guard attack |
| 29 Jan –2 Feb | Week 14 | Create presentation |
| 5 – 9 Feb | Week 15 | **Seminar Presentations TBC** |
| 12 – 16 Feb | Week 16 | **Seminar Presentations TBC** |
| 19 – 23 Feb | Week 17 | Make necessary change depending on Seminar outcome |
| 26 Feb – 2 Mar | Week 18 | Play-testing/Bug testing |
| 5 – 9 Mar | Week 19 | Play-testing feedback implementation |
| 12 – 16 Mar | Week 20 | Bug Fix/Polish |
| 19 – 23 Mar | Week 21 | Bug Fix/Polish |
| 26 – 30 Mar | **Spring Fertility Festival** | |
| 2 – 6 Apr |
| 9 – 13 Apr | Week 22 | Submission of Final Product and Blog: by noon, Friday 13 Apr 2018 |
| 16 – 20 Apr | Week 23 |  |
| 23 – 27 Apr | Week 24 |  |