Artificial Intelligence for Games

*A.I. Brief – Evaluation*

*Challenges*

Many challenges were encountered in the development of this program. Most of the challenges that arose were errors in the code, causing the program to break (many of which were solved with a single keypress). Other problems included having values in the wrong spots, and the maths library not being linked to the solution properly.

*Review*

* When looking at the original plan, it is obvious that many changes had to be made to the project so that it would be in a working state.
  + Instead of all the enemies using the A\* method to path find to the player within a certain area, the ‘dumb’ enemies would wander aimlessly until the player was close enough and would then proceed to chase the enemy using a pursue state.
  + There was one ‘smart’ enemy which would seek to a random point using the A\* method (this wasn’t technically an enemy as it did not react in any way with the player but was instead used to demonstrate the A\* algorithm).
  + The alerted state was omitted from the program as it would not have worked as intended with the way the normal enemies turned out.
  + Separate rooms on the map where also removed due to running into countless issues and time restraints.
* An improvement that could be implemented for future projects such as this is better time management and a more realistic scope.