|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Student Name: | Stephen Ennis | | Student Number: | C00181305 |
| Working Title: | *The effect which a more tactically aware, realistic Artificial Intelligence with the resulting emergent behaviour has on a player’s enjoyment and progression of a game.* | | | |
| Description: | The game is 2D from a top down perspective. It is a squad based game with the player in control of 4 units. The player can issue commands to individual units or the entire squad at any time. The aim is to defeat your opponent who also has 4 AI controlled units. | | | |
| Reasons for selecting project: | | I have an interest in AI that will grow with the player and learn how to respond tactically to player actions. | | |
| Proposed research content: | |  | | |
| External links (if applicable): | | [Research document](https://docs.google.com/document/d/1B7TlBm4Bcy1CE-O0p4Iw6e9cR-27Wdfl3Q6hShFq_mc/edit?usp=sharing)  [Git link](https://github.com/Stephen321/FYP) | | |
| Hardware requirements: | | Keyboard/Mouse | | |
| Software requirements: | | SFML, Box2D, Visual Studio 2015, RapidJson, Tiled | | |
| Other requirements: | |  | | |

|  |  |  |
| --- | --- | --- |
| Signed: Stephen Ennis | | Date: 19/10/2016 |
| **For Office Use Only** | | |
| Approved/Not  Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Reasons for not approving project: |  | |
| Conditions attached to approving project: |  | |
| Approved/Not Approved: | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | |
| Name of Supervisor: |  | |
| Signed: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |