

Applicability of Decentralized SAS systems on Game Development

Self Adapting Systems (SAS)

- Modify behavior at runtime

- Adapt to environment

- Single loop controlling behavior

- Applications

 - Cloud Computing

 - Power Grid

 - Autonomous Vehicles?

Applicability of Decentralized SAS systems on Game Development

Decentralized SAS

Multiple loops modifying behavior at runtime

Each coordinate with the others

Lack central control

Autonomous Vehicles

Fishy

Flash game

Eat smaller fish

Avoid larger fish

My Project

Research based project

Proof of concept

Continuation of previous research

Demo

https://youtu.be/P0cSX1ET_yE

<https://youtu.be/DFP0POpY-8c>

Gantt Chart

