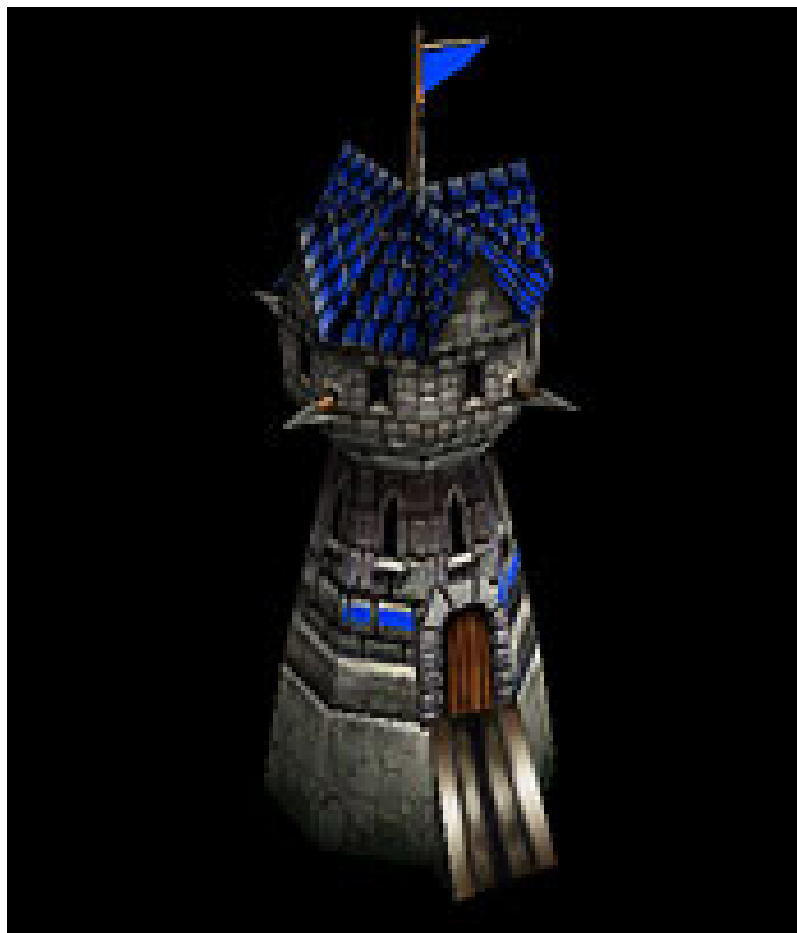


Report - Final Assignment v1.0

Game AI.

HBO-ICT, Games Programming
Windesheim University of Applied Sciences
Lecturer: Gido Hakvoort



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Authors : Gijs Alberts, Anne Zweers

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1 Introduction

1.1 Tussenkopje

citatie van iets [1] zie voor bibid bibliography in FinalAssignment

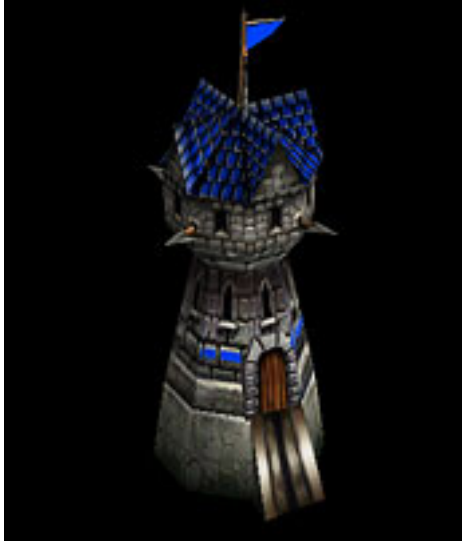


Figure 1: Example of the summary of a method.

1.1.1 tussentussenkopje

paragraaf

subparagraaf

2 Steering

3 Path Planning

4 Behavior

5 Fuzzy Logic

6 Conclusion

References

- [1] *GitLab: Issue Board.*
https://docs.gitlab.com/ee/user/project/issue_board.html