Report - Final Assignment v1.0
Game AI.

HBO-ICT, Games Programming
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Revision History

Revision	Date	Author(s)	Description
1.0	12-04-2018	Gijs Alberts Anne Zweers	Initial version of the document.

Contents

1 Introduction

1.1 Tussenkopje

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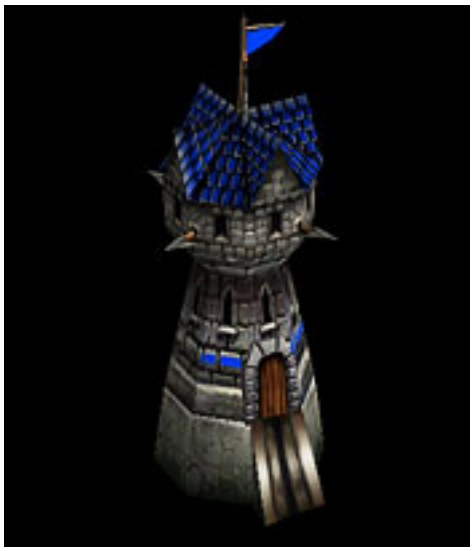

Figure 1: Example of the summary of a method.

1.1.1 tussentussenkopje

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2 Steering

In this chapter we will describe:

- The steering behaviors we implemented.
- How we implemented these steering behaviors.
- The issues and problems we faced while implementing the steering behaviors and how we solved these issues.
- How steering behaviors can be combined within our game.

A class diagram about all of the classes that are relevant to the steering behaviors can be found at the bottom of this chapter.

2.1 Behaviors

2.2 Implementation

2.3 Issues and Solutions

2.4 Combining Steering Behaviors

2.5 Class Diagram

3 Path Planning

In this chapter we will describe:

- How the graph representing the environment is generated.
- The heuristic we use in A*.

A class diagram about all of the classes that are relevant to the path planning can be found at the bottom of this chapter.

4 Behavior

5 Fuzzy Logic

6 Conclusion

References

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