

Struktur der zweiten Bachelorarbeit

Vorläufiger Titel:	Performancecomparison of A-Star with Ray-cast based AI-Agents -Navigation through dynamically shifting virtual Environments-
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Vertiefungsrichtung:	Interaktive Medien

Struktur

1	Introduction
1.1	AI in Videogames
2	Approaches to Artificial Intelligence in Videogames
2.1	Finite State Machines
2.2	Behaviour trees
2.3	Planners
2.4	Neural Networks
3	Pathfinding Algorithms
3.1	A*
3.2	Dynamic A* apporaches
4	Raycasting
5	Experiment
5.1	Setup
5.1.1	Implementation
5.1.2	Research Method
5.2	Results
5.3	Interpretation