

# A Strategy Video-Game for Collaborative Agents with a Personality and Humouristic Dialogues

Description, Objectives, Ethics, Resources  
(DOER)

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## Description

Notes:

1. Player plays against multiagent system.
2. JADE?
3. Read those papers downloaded.

The title and a short description of the project aims, context and background. It should explain the big picture of what you would like to achieve, why it is important, and how you intend to go about doing it (e.g. by using some kind of technology or developing a new algorithm, or following a particular methodology, etc.)

## Objectives

This is a list of clearly defined, measurable goals you intend to achieve by the end of your project. This could include any software artefacts you intend

to submit in the end, results of an evaluation (for surveys or research algorithms), etc. Your performance will be measured against these objectives. Typically, you will list about 3-5 primary objectives which are necessary for a project to be deemed successful, and further 3 or so secondary objectives which allow a successful project to be extended in an interesting direction. Occasionally, tertiary objectives may also be listed, but these are comparatively rare.

## **Ethics**

Here you should discuss any ethical considerations pertaining to your project. Start with the self- assessment form from the Student Handbook (Ethics section). If you can answer “No” to all questions on the self-assessment form, this section of the DOER document will be brief and state that there are no ethical considerations. If you are planning to work with people (especially children), animals, sensitive private data, or if there are other considerations, you should discuss them here, and explain how you went about obtaining necessary approval (any Ethics applications). The self-assessment form and any other relevant documents (if applicable) should be scanned and uploaded to the “Ethics” slot on MMS.

## **Resources**

This is a list of any special resources your project will need: hardware, software, licenses, access to infrastructure (e.g. compute servers), drones, etc. Think ahead, but be realistic – the School will not be able to fulfill all requests. Most projects can be completed using standard school equipment, in which case this section will contain only a short statement confirming this.