
Time Schedule

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04.08.2012 Idea for the project.

04.08 - 10.10.2012 Learning about AI.

01.09 - 09.09.2012 First steps in L^AT_EX:

- Research about L^AT_EX
- Trying by creating simple example documents.
- Creating our layouts for the documents.

09.09 - 10.09.2012 Searching a physics / game engine.

11.09 - 02.10.2012 Building a basic game:

- Ability to walk.
- Ability to jump.
- Animation of the player.
- A static world with one floor and some blocks.

27.09 - 03.10.2012 Randomizing the world:

- Random blocks.
- Random gaps.

02.10 - 04.10.2012 Creating the API:

- Actors:
 - jump
 - walk
- Sensors:
 - get all blocks
 - get the nearest block
 - get all gaps
 - get the nearest gap
 - get the players position
 - get the distance to the finish line

10.10 - 20.10.2012 Creating a simple AI. We've decided that we firstly just want to create an AI that solves the game without the blocks. Then we should see what it really means to create an AI.

20.10 - 15.11.2012 Creating a more complex AI.
Now it's time to include the blocks.

15.11 - 20.11.2012 Finishing the documents.