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# 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<sup>A</sup>T<sub>E</sub>X:

- Research about L<sup>A</sup>T<sub>E</sub>X
- 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.