# The Simulated Environment

This project simulates a simple battle between two non-playable avatars.

## Technical Parameters

## Screenshots

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| Screenshot of the difficulty selection prompt. |

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| Screenshot of the two Avatars fighting. | Screenshot of Avatar 1 winning the fight. |

# The A.I. Strategy

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| A Diagram of the State Machine. |

# Agent Interaction

# Difficulty Levels & Controls

# Feedback

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| Feedback | Problem | Changes Made |
| Repetitive & confusing FSM design. | In my original design, the finite state machine for each avatar in the environment would transition back and forth between wandering and chasing on a set timer, only transitioning to the attack state when they are close together before transitioning back to wandering again with on a set timer. | Redesigned the FSM design, adding new behaviours and conditions such as an idle behaviour, flee behaviour, and a low health condition, random timer condition, and a condition to check whether the avatar has finished attacking. |
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