

School of Computer Science
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Project Proposal — Comp Sci Honours, 2017

Multi-agent Pathfinding

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1 Introduction

This section presents an overview of your proposed area of study, states the problem being studied, the aims and significance of your project. Note that this should include why, and to whom, this project is of interest, in a form that can be understood by non-experts in the area of study.

Who is interested:

1. Games
2. Robotics

1.1 Warehouse Automation

Describe warehouse problem

2 Research Context/Background

This section sets the project in the context of previous studies including the most recent work.

3 Research Design (Plan and Methods)

3.1 Methodologies

3.2 Proposed thesis chapter headings

3.3 Timetable

3.4 Potential difficulties

4 Deliverables/Outcomes

References