

**Jurassic ducks project milestones**  
**Ren Ding**  
**U5111810**  
**Supervisor Mr. Hugh Fisher**

Week 1 – Week 2	<ul style="list-style-type: none"><li>• GUI design (Qt4 will be application framework).</li><li>• Established Basic 3D canvas for AI testing environment</li></ul>
Week 3	<ul style="list-style-type: none"><li>• Implementing<ol style="list-style-type: none"><li>1. Basic chasing and Evading algorithm</li><li>2. Line of Sight chasing algorithm</li></ol></li><li>• Implementing Camera class to control the view</li></ul>
Week 4	<ul style="list-style-type: none"><li>• Implementing pattern movement algorithm</li><li>• Implementing<ol style="list-style-type: none"><li>1. Keyboard Event function</li><li>2. Mouse move Event function</li><li>3. Time Event function</li></ol></li></ul>
Week 5 – Week 6	<ul style="list-style-type: none"><li>• Implementing Flocking rules<ol style="list-style-type: none"><li>1. Cohesion</li><li>2. Separation</li></ol></li><li>• Implementing obstacle avoidance algorithm</li></ul>
Week 7	<ul style="list-style-type: none"><li>• Finishing AI part</li><li>• Loading Map and Models</li></ul>
Middle Breaks	
Week 8 – Week 9	<ul style="list-style-type: none"><li>• Familiar with GPU calculation by using OpenGL Shade language</li></ul>
Week 10- Week12	<ul style="list-style-type: none"><li>• Writing report</li><li>• Preparing final presentation</li></ul>