

Project 1 - Proposal
GPR-470-01 - Game Programmer's Portfolio
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1. **Goal:** I imagine the project to be a first person shooter game's boss-fight level, with unique attack patterns and vulnerability spots and moments for the enemy AI, similar to boss-fights in AAA games.
2. **Method:** I will be using Unreal Engine 4 and mainly its Blueprint feature, but may also use C++ for programming. I will use behaviour trees to control the AI's behaviour and create unique attack patterns and transitions.
3. **Use:** This project will give me a starting place to learn the Unreal Engine and visual scripting (through the use of the engine's Blueprint feature), as I have little to no experience with the engine or such a programming interface. It will also show my understanding of behaviour trees and ability to effectively use them to produce unique AI behaviours.