**Game AI Project**

**What the Demo Does/How to Use it**

For my Game AI demo I’ve created a Pacman like game. It has a sphere and about 10 cubes that the sphere can pick up. The player uses the directional keys to move the ball and as the player picks up the objects they disappear. The game also has an agent which is a capsule object that tries to capture the sphere, if it succeeds the ball disappears.

**Techniques Used**

* Video