

Game Development 2.2 Interactive Demo Version 2.1

Description

The goal of the Game Development 2.2 AI project is to implement an interactive demo which incorporates the elements learned in Game Development 2.2. These include:

- Vector math
- Light-of-sight chasing
- Finite State Machines
- Pattern Movement

Submission

The project will be assessed by interview during week beginning 30th March 2020. All code must be submitted to Github. Challenge 5 should be contained in a Unity scene called 'Challenge 5'. The report should be present in a 'Readme.md' in the root folder of your Github repository.

Note: If you are not present for the interview you will not be allocated marks. You will also be required to push your (well documented) code to Github.

Project Matrix

Animation Project	Well achieved	Achieved	Not Achieved
Interactive demo	Demo has a clear objective that relates to elements learned in Game Development 2.2. and provides users with rewards/feedback. The demo also evolves at the user progresses i.e. power-ups, skills etc.	Demo has clear objective that relate to elements learned in Game Development 2.2 and provides users with rewards/feedback.	Demo has no obvious objective.
Gameplay	Demo contains more than two game play elements.	Demo has a strong gameplay element.	Demo has a very simple/no game play element.
Pattern Movement	Multiple NPC's have customised control data and pattern processing system.	NPC has customised control data and pattern processing system.	NPC's have no pattern movement element or reuses distributed examples from class.
Finite State Machines	Multiple NPC's have customised FSMs which contain at least four states. Transitions between states makes NPC's appear game aware.	NPC has customised FSMs which contain at least three states. Transitions between states makes NPC appear game aware.	NPC's contain FSMs similar to those provided in class examples. Transition between states are simple.
Vector Math	Multiple use of vector math used for NPCs e.g. a bullets sprite. Not including line-of-sight chasing.	Vector math used for NPCs e.g. a bullets sprite. Not including line-of-sight chasing.	Vector math only used for line-of-sight chasing.
Line-Of-Sight chasing.	Multiple NPC's perform	NPC's perform line-of-	Basic chase/evade

	line-of-sight chasing.	sight chasing.	implemented.
Interception	Customised interception implemented.	Interception implemented as per examples in class.	No interception implemented.
Report	Report outlines the elements of AI implemented in the demo with diagrams/screenshots and link to video.	Report outlines the elements of AI implemented in the demo with diagrams (FSM etc.)	No/Poor report provided.