AI Assignment 2 proposal

Theme: Escape the maze

Description:

Player aim is to escape the death room (maze) set by a serial killer. Escape the room in order to report it to the police!

Tiles:

Death traps, spikes (Takes 2 turn in order to cross, 1 turn spike goes up, 1 turn spike goes down)

Empty tile (Take 1 turn to cross)

Wall (Block the player from crossing)

Entities:

Player – Finding the exit and avoid being killed

Serial Killer – Have 3 states:

* Idle, Roam, and Rampage
* Idle: Killer have multiply personality, will start talking to himself in this state (stay on a spot)
* Roam: Even though the killer know where the player is (he set up cameras in the room), there is a “good” guy in him telling him not to kill the player. (Walk around the area)
* Rampage: Goes on a killing spree (Takes two steps to find and kill the player)

Visibility Range:

2 tiles in any direction (can see over wall)

Win condition:

First stage: Find the exit to the living room

Second stage: Find the telephone in the living room

Last stage: Survive for 15 - 25 turns (randomize) until the police come

* Killer state at this stage will always be Rampage