Nano PiD

BEVER,BART B. DE

Relevance and prior work

The project revolves around the technology of using AI and systems to drive gameplay. This means that the gameplay is strictly created from the systems around it and how they interact with the player. The domain that was chosen for this project is stealth. System based gameplay can work well together with stealth as it requires the user to think out of the box and learn the systems within the game. The systems and AI can afford to behave predictable as this is how the system will behave.

This has been done before, most heist games rely on the systems to make an interesting game. Games like Thief and Dishonored rely on the AI, the games systems and the player to make interactions. Some multiplayer games, like The Hidden, rely on its systems to interact with a player

Problem statement

Most games that do stealth either are full stealth games with strong mechanics or games that throw in stealth as an extra gameplay flavor or section. Some of these games are executed badly and take down on the experience of the entire game. These games would benefit from either not including stealth or taking some basic systems used in other games instead of developing and designing everything themselves.

Design Challenge

Can a prototype generic stealth AI be suitable to be implemented in other Unity Games where the developer wants to have control over the AI.

Week number	(Sub)-Product
1	Concept and prototyping
2	Detailed Concept
3	Functional requirements and global software overview
4	Global software overview technical requirements
5	Minimal technical prototype of simple guard AI
6	Prototype of simple guard AI
7	Minimal game around the guard AI
8	Fixes and (code) documentation