

Individual Dissertation (AE3IDS,AE3IDJ) Project Form

Student Name	Like Chen	ID	16518695
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Project Title: Design of intelligent non-player character in games			
Brief summary of the project: (to be agreed between the supervisor and the student) Create an adaptable human NPC brain that can implement in human NPC. Using Unity 3D editor for game environment building, and Unity machine learning agent (which using TensorFlow for learning) for training the NPC. Project aim to make a plug-in NPC brain that reduce game developer's work on NPC behavior building.			
Special facilities required:			
 Student name: _____ Signature: _____ Date: _____ Supervisor name: _____ Signature: _____ Date: _____			