Individual Dissertation (AE3IDS,AE3IDJ) Project Form

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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: _Like Chen_ Signature: Like Chen Date: 12/10/2018

Supervisor name: _JIAWEI LI_ Signature: Jiawei Li Date: 12/10/2018.