**Individual Dissertation (AE3IDS,AE3IDJ) Project Form**

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| **Student Name** | Like Chen | **ID** | 16518695 |
| **Degree** | Year 4 | **E-mail** | Zy18695@nottingham.edu.cn |
| **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:** | | | |