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| **PRCO304: Highlight Report** |
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| **Date**: 11/02/2016 |
| *Brief review of work undertaken (and comparison with work planned) since the last Highlight, including details of any products. Identification of any issues of concern that have arisen since the last Highlight, and any previous issues that are still a concern.*  I have taken on the research into AI as this was highlighted in our initial meeting as a priority, I have looked into the Bayesian inference system however I have yet to find how this is going to benefit the AI in a positive manner, this could be due to my lack of understanding as there is so much material on this as a subject but not very much on practical game AI systems.  As well as this I have been researching into the best platforms for development. I have come to the conclusion that Unity is going to be the best development platform as far as game development. I am still unsure whether or not I will be using a database and or API as this is a result from the AI research.  Knowing that Unity is my choice of software, I have looked into its benefits e.g. using its asset store for additional resources. Really understanding Unity’s strengths is going to help me construct a high quality application.  I have also been looking into games that have a similar game mechanic to mine and what made them successful or not. The market for this is extremely large however it has proven useful to put my current ideas into perspective with the time frame given. I don’t want to bite off more than I can chew, it is important to always have reachable goals; I hope that the PID project plan will aid this.  So far the Bayesian AI technique has proven to be a difficult task to undergo, this being said it is still the route I favour, knowing it will increase the overall functionality of the game. It might be ideal to meet with my supervisor if this technique or one similar doesn’t become clearer in the near future. |
| *Brief plan of work for the next week (derived from the current stage plan).*  *During the next week I hope to complete my research into a possible AI techniques as well as a high level design for the applications structure. UML Diagrams, level Designs (Possibly Database structures and API calls)*  *This will give me a strong base to start the development of the application and I hope that it will benefit the entire process with a clear and well thought out design.* |
| *Brief notes from supervisory meeting(s) held since the last Highlight (including meeting date(s)).*  Last meeting – 05/02/2016  I discussed the concept of the game, along with how I intend to go about tackling some of the larger areas of the project. It was noted that to receive a higher end grade I would need to focus on something at a more complex level. This is where the idea for an AI system was properly assessed. Seeing as my supervisor’s expertise is machine learning and state machines it was a good chance to discuss this as a key area of the project. I was given a few areas to look into as far as current, popular AI techniques and set a time frame to complete the initial research. |
| *In the case when a stage has completed since the last Highlight, a brief review of whether the stage’s objectives, deliverables and timescales were met (or not).*  In my initial PID time frame I allotted a small time frame to research existing projects with a similar USP, as well as research into development platforms. Although I aimed to produce a level of documentation for the product investigation a large amount of my time went into reading about the provided AI techniques. I have a lot of notes on the product investigation; it just needs to be formatted into a proper document. This might be a good idea also for the AI research because the more initial documentation I have the better. |