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| **PRCO304: Highlight Report** |
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| *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.*  This week’s focus has been on implementing a Bayesian AI and has been relatively successful. The AI breaks down the current state of the game analysing the opposition and makes predictions for their next move. At the moment this is all created based on the games current status, I would like to introduce a level of memory to the AI so it can assess the situation based on the current game and previous encounters. Whilst completing the AI this week I spent some time creating particle effects to make the game more eye catching. This extra level of interaction should help make it stand out, instead of being a bland game of clicking. The current issue I am having is how the AI uses the probability data and uses it to their advantage. There are hundreds if not thousands of different options they have available at any given time so making sure their decision is beneficial is important. |
| *Brief plan of work for the next week (derived from the current stage plan).*  *This week I will be looking into adding a store of data that the AI can read from in hope that it will increase the chance the AI makes an intelligent decision. Alongside this I am going to be creating additional characters for the game and ensuring that their stats are balanced within the current game. When creating new characters I need to make a new model and texture them which have taken up a lot of time in the past. Although the production time of 3D assets has decreased it is still taking up a large amount of time which could be used to further the development.* |
| *Brief notes from supervisory meeting(s) held since the last Highlight (including meeting date(s)).*  I held a meeting with my supervisor on the 16/03/16 I wanted to further discuss the AI technique I have chosen to use and double check I am on the right path to make it useful within my game. The focus on this AI technique is going to be one of the key selling points for my application so I need to make sure I am doing it right. |
| *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).*  I was hoping to have development stage 2 complete by today, however the time taken on continuing the AI work and creating assets for the game has taken up a lot of time. I would say that stage two of development will be complete when the first full integration of the AI is complete and I am going to aim to have this done by next Thursday 24/03/16 |