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**Cpsc 481 Project: AI Cap’n**

**Introduction**

The purpose of the project was to create an Agent that will be able to face against other agents in the game. In order to control the agent’s behavior, we needed to incorporate knowledge learned throughout the course. The two main steps of the project was to first implement an AI search algorithm both uninformed and informed searches to the problem and then use an AI technique for decision making.

**Heuristic**

The purpose of the informed search algorithm is the find the most efficient path between a start location and an end location on the map. The heuristic function that we used was calculating the distance between the state and the goal state. Our heuristic function was able to get the path a lot faster and more efficient than the uninformed search. The advantage of our heuristic was that it was able to find the path much faster.

**Decision Making**

Unfortunately we weren’t able to implement more reals and functions for our fuzzy logic. We added the example onto our agent class.