

Project Name

XX.XX.20XX

**─**

Your Name

# 

# Changelog

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| --- | --- | --- |
| **Version** | **Date** | **Changes** |
| 1.0.0 | XX/XX/20XX | Initial Setup |
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# Introduction

In the TDD. Which namespaces (Includes) did you include in your project, What functionality did each namespace provide to your code.

## Rationale

I am trying to demonstrate my ability to utilize the AI NavMesh components in Unity to allow multiple Ai agents to navigate a maze in unique ways.

## Background

This document and the related project have been created primarily for the purpose of meeting the requirements outlined for AI skills assessment for TAFE Certificate 4 in ICT Game Programming.

## Terminology

/ If the document uses any special words or terms, list them here. For example, what does Agent mean? What does Area Modifier mean? This section is for terms you will use fill this in after you make your document. /

## Proposed Design

I intend for one AI agent to take the place normally filled by the player as the “Hero” character. This hero will have to navigate to the end of the level or maze whilst being chased by a boss “Ogre” agent, also avoiding other Ai agents patrolling the area (these will be spiders).

## Non-Goals

/ non-goals are stretch goals you personally have for the project; this includes anything that isn’t in the brief that you think you need to cover. /

## Software and Hardware Requirements

/ A list of all software being used, their versions and costs, as well as the targeted hardware constraints. Considerations should include what platform are you releasing to? /

# System Architecture

## Data types

/ Describe the main data types you will be using and how they work. /

## Interface/API/Namespaces Definitions

/ Describe the various components and libraries you will be using that are inbuilt into unity. For example, GameObject, Image, SceneManagement, UnityEngine…etc. Link the Unity API Manual to show where to find information on those elements. /

### Which namespaces (Includes) did you include in your project?

### What functionality did each namespace provide to your code?

## Risks

/ If there are any risks or unknowns, list them here. Also, if there is additional research to be done, mention that as well. /

## Alternatives

/ If there are other potential solutions which were considered and rejected, list them here, as well as the reason why they were not chosen. /

# Pseudocode

## System Pseudocode

/ Written plan of the code and how you are going to write it in English. This is where you expand from what you were given in the brief. /

# Evaluation

## Reflection

/Provide a self-reflection on your performance. /