Task: Task 22

Title: Research Plan

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## Instructions

From Doubtfire: "This credit-level document is required before you undertake a HD research report. This enables staff to give you feedback on the plan and help you succeed in your research activities. The plan counts towards your credit-level outcomes, even if you do not undertake the research work. Additional artefacts created for a HD Research outcome must be submitted or linked in Task 24."

From lecture notes: look for an interesting A vs B question to address in a research report. Your plan for this report should be several simple sentences that outline the context or domain of the research, the gap or problem, an outline of how you intend to investigate the question, any data that will be produced or results that you expect, and any implications the expected result may have.

## Research Plan

RPGs rely on NPCs to populate their worlds and make them feel authentic and lived in for players. However, this is predicated on the NPCs behaving in a realistic manner; NPCs that do not operate in a desirable manner hinder the authenticity of the game world and the player's enjoyment of the game. In my research report, I will consider two notable RPGs (*The Elder Scrolls V: Skyrim*, and *The Witcher 3*), investigate the game AI tools and methods each uses, and compare their efficacy at creating an authentic environment for players. Having only played *Skyrim* and not having played or watched any gameplay from *The Witcher 3*, I do not have any predictions of which will be the superior in terms of NPC AI, if one is superior at all, and look forward to the outcome of this comparison. If I have more time than expected to research and write this report, I should also like to compare the aforementioned games not only to each other but to the AI tools and methods employed by their predecessors and/or successors in and between their respective series', and discuss the improvements between one game's tools and methods and those of the next.

## Technologies, Tools, and Resources to be Used

- Google Chrome (for conducting research for the report, using Google Scholar, the Swinburne Library, online documentaries, etc. as is appropriate to gather the information required for this report).
- Microsoft Word (for writing the report).
- Learning materials on Canvas (for informing the research where appropriate).

## Deliverables / Artefacts to be Produced

- A PDF report document outlining the NPC AI tools and methods used in the above games, and comparing their in-game results.