



ROGUE AI

Final Year Project (2017-2021)
Department of Computer Science , CUI Lahore

INTRODUCTION

Rogue AI aims to be a warfare of human vs robots with the chain of puzzles to be solved to achieve the goal and a sci-fi story line. The game will help the player to improve his logical thinking. It is a level-based game where difficulty increases after each level. At the end level, the player has to compete with a robotic army and boss to recover the chip that can cause end of the human race.

MOTIVATION

Persuade the user to think logically in adrenaline conditions

Model the user mind to make faster decisions as a part of his/her survival instinct

Provide fun & Polish skills

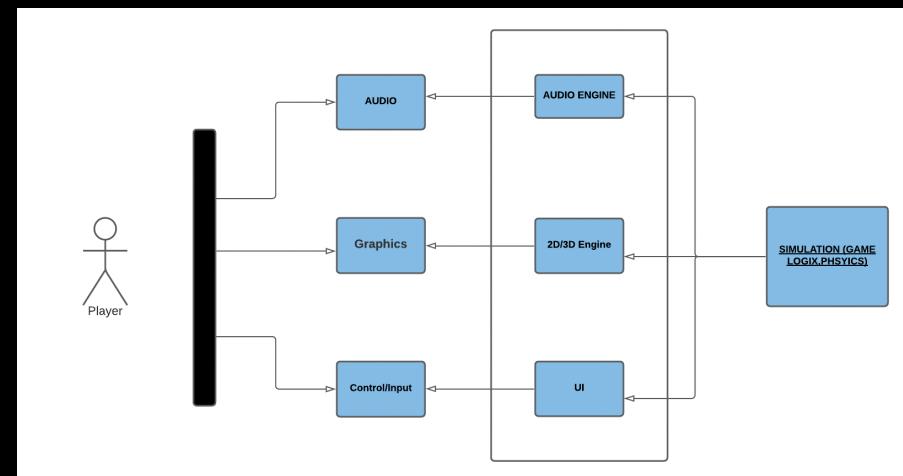
OBJECTIVES

To improve the logical skills of the player

A deployable product to be launched in the market

Test the intelligence of a person

SYSTEM ARCHITECTURE



RESULTS



FUTURE DIRECTIONS

- NEW DESIGNS
- MORE ENEMIES
- REWARD SCHEMES

CONCLUSION

It is developed in order to improve the logical thinking of the player as the player is to solve logical puzzles. In between the game, player has the option of regaining his health by killing the right Alien Animal, this shall boost his health.

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