Report of AI game

Background:

The game we created is based on an arcade based action game. The game objective is to defeat each enemy boss one by one. The game adopts a similar structure to megaman arcade game which also the player choose to fight enemy boss one by one. To win the game, the player must fight the enemy using the tools we provided to the main character. When an enemy boss health reaches zero, then that boss is defeated. The player must avoid to have his health to reach zero, or he is defeated and loses the game. Defeating all bosses meaning the game is won. The game is developed in javascript and can be run using a normal web browser.

Game logic:

The framework of our game is in four layers. The first layer is the introduction menu layer. It allows the player to start the game and proceed to the second layer. The second layer is the enemy selection screen, which allows the player to choose the enemy to fight. After choosing the enemy, the game proceed to the third layer. The third layer is multiple parellel instance that contains the game AI. The player will fight according to the game AI mechanism. The result will proceed to layer 4, the result reporting layer. The game will go back to layer 2 if not all the enemies are defeated.

For the game to run, we used several logic for calculation of status in the game. First, we used simple true or false logic to determine whether a boss has been defeated or not.