
DRAFT
Balls of Steel

Battlefield

- Randomly Generated Battlefield each round
- Symmetric *(e.g. no team gets advantage)*

Mud

Slows Movement

Cannot Shoot from Mud Tiles

Grass

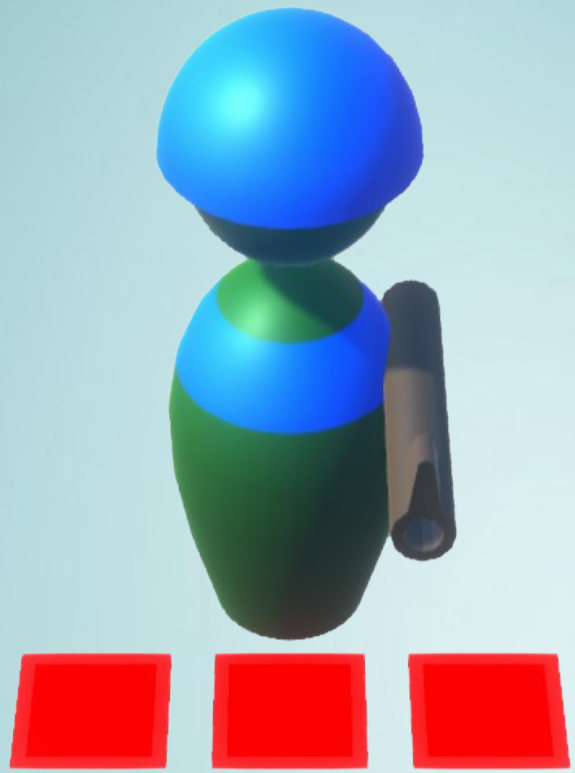
Rock

Blocks Movement

Cover (e.g. Damage Reduction)

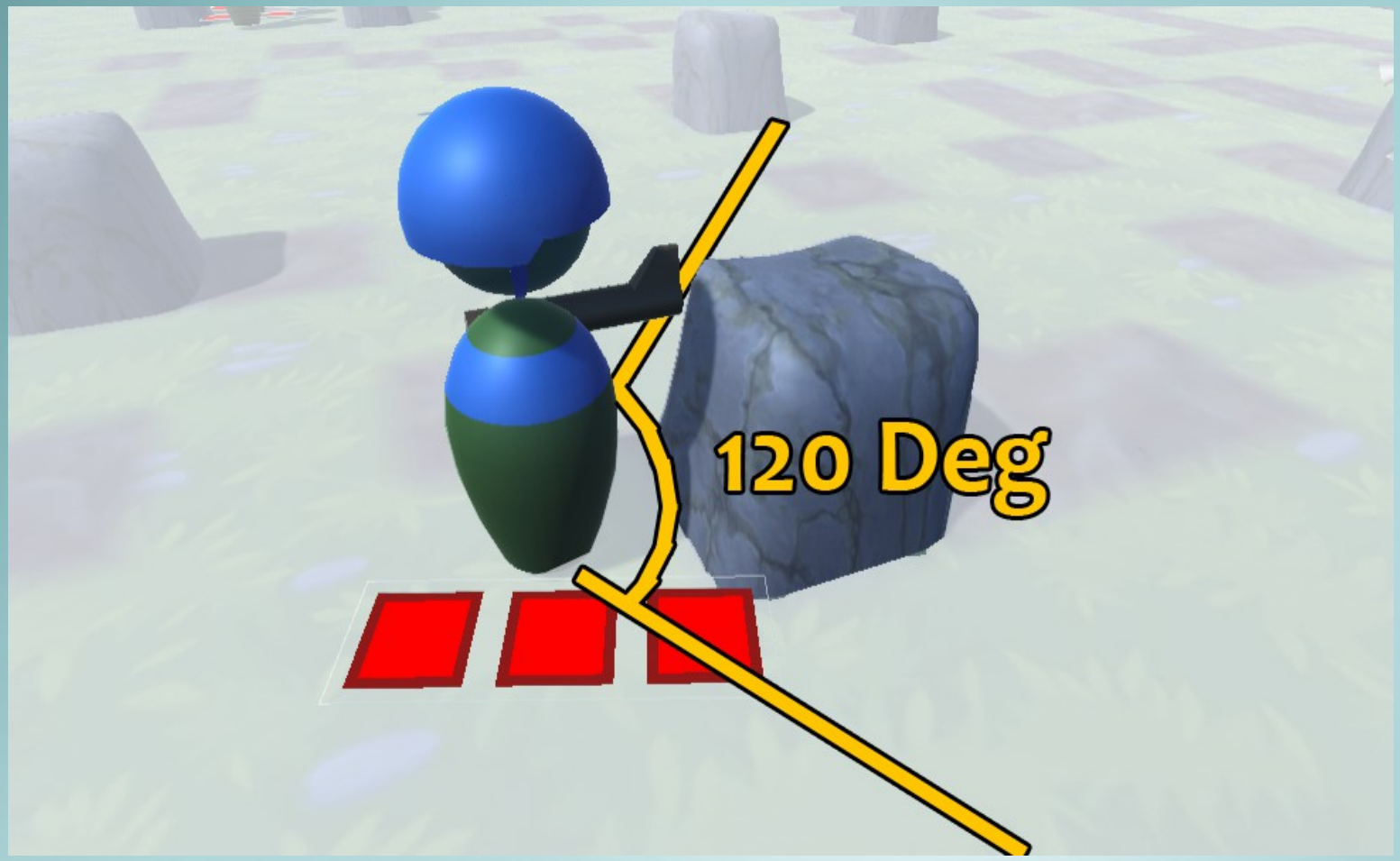
Units

Range: 10
Health: 3
Damage: 0.1
Rate of Fire: 0.5 sec



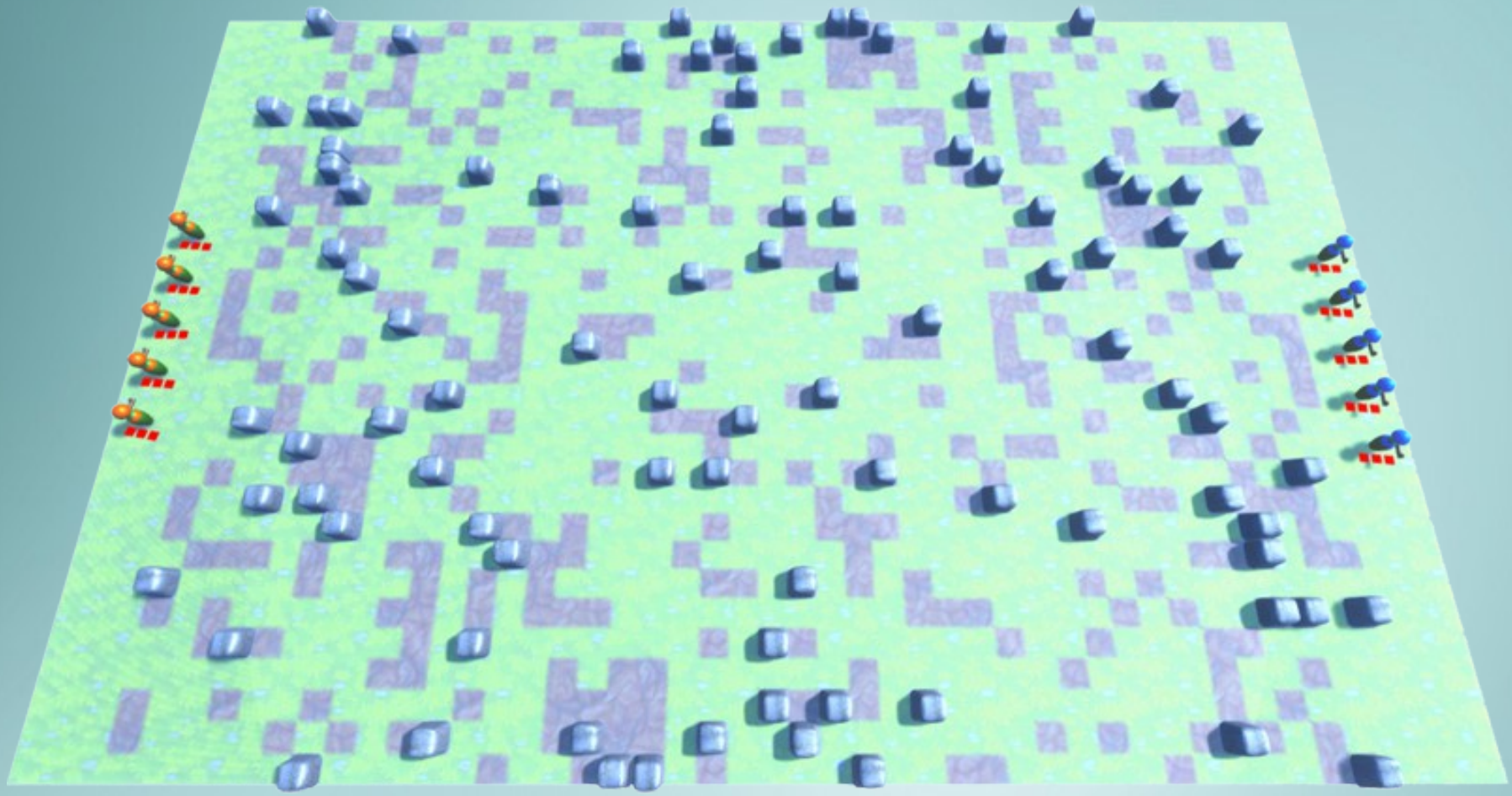
- Units automatically fires at enemies within range.

Cover



50% Damage Reduction in Cover Direction (120 degrees)

Teams



Each Team starts with 5 units

Winner

Team with last unit standing wins!

Assignment

Create a **Squad AI** inheriting from **Team.cs**

Return a **Zip** file containing the following

*- A single **prefab** containing:*
A Team Gameobject
5 Units as child objects to Team

*- All Code, Prefabs & Data required for your team to play 'Balls of Steel' in a single folder named **FirstName_LastName***

*- All overriden code classes must be in the **FirstName_LastName** namespace and have the **FirstName_LastName** suffix (Ascii characters only)*

*- Please submit your assignment in teams before **12:00 on Wednesday 30th of August***

Grades

Passing Grade (G)

In order to achieve G the learner must understand the given scenario and demonstrate an understanding of common AI concepts in game productions using a structured approach to AI that achieves the following:

- Create a Team that consistently beats the Team_Default on the Battlefield.
- Team Path-finding that avoids undesirable terrain, such as Mud tiles, if possible.
- Functional, Readable & well-commented Code.
  (e.g. code cannot cause large frame drops due to excessive calculations, get stuck in infinite loops etc)
- Your team is actively mobile and does **NOT** solely employ a 'camping' strategy.
  (e.g. making a good concentrated defense and then camps out there waiting for the enemy to come)

The 'Very Good' Grade (VG)

In order to achieve VG the learner must independently implement an entertaining AI of a complex nature by demonstrating the following points:

- Use of Behavior Trees. (either by the Team class and/or the Unit class)
- A team analysis of the battlefield.
  (e.g. Cover scoring)
- A sufficient team response to changing conditions of the battle.

  (e.g. could be that different tactics are employed if your team has a higher unit count and vice versa)