

# MAIG Group Project

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## 1. Introduction and problem statement

*What problem are you trying to solve? Why is this important?*

## 2. Background

*Has this been done before? How? If not, what's the closest related research? (Both using similar approaches and other algorithms.) What's novel with your research?*

## 3. Game mechanics

*How does the game work that you are using? Why do you need AI in this game?*

## 4. Methods

*How does your algorithm work? Describe in as much detail as you can fit into the report. Also, how did you interface it to the game?*

## 5. Results

*Did it work? How well? Provide some figures, and a table or two. How much time does it take? Remember to include significance values (remember the t-test?), variance bars... Reread some of the papers from class and compare how they report their results.*

## 6. Discussion

*What are the strengths and shortcomings of your method? Why did you choose method X instead of Y? How well would it generalize to other game genres? How would you develop it further, if you had time?*

## 7. References

*You need to include at least 10 references, of which at least 5 should be academic papers. The formatting of the references should follow any of the standard academic reference formats.*

## Acknowledgments