Module: UFCFS4-30-3 Creative Technologies Project

Student Name:Mitchell Height

Student ID: 14037128

Project Supervisor: James Huxtable

Tile of the Project: Adaptive Behaviour AI in Battle Sheep

# Project Summary

An AI that uses behavior trees and pruning to competitively complete a game of Battle Sheep against a human player by consistently attempting to match their skill level.

# Literature Review

AI in board games

Finite State Machines

Decision Trees

Behaviour Trees

# Research

What I’ve done with the information I’ve found

How I’ve incorporated it into my project.

# References

**There are no sources in the current document.**

# Appendices

-Progress report from September to January.