Team members

1-mahmoud ahmed ahmed elsharkawy

2-mostafa Mohamed aslan metwally

3-mahmoud el-sayed ahmed ahmed

--it’s like mario game but with our own design and implementation the character should walk and die and learn from it how to play so we may say it’s like route finding or the character will be given a specific instruction on how to play the game and it will act accordingly

--start and end time ( from 15 march to 30 april)

--(PEAS)

•Performance: the character of the game will face certain objects or blocks or death traps and the goal is to get from starting point to the safe house as fast as possible

•Environment: the character will be in a place with some death traps and blocks

•Actuators: when the character moves the world around it changes and when it gets to the safe house the level

changes completely into a whole new level with some new death traps

•Sensors: when the character hits a death trap and learn that it’s a death trap when the character gets near it again or some trap that looks like it, it will change the behaviour and avoid it on it’s own

--(ODESDA)

•Partially Observable: the death trap will have some kind of danger range when the character gets near it and recognize it he will be informed by the trap about it’s location and if it safe to move or not

•Stochastic: the character does not know where is the dangerous object unless it gets near it and then take action

•Episodic: the death traps are very different from each other so the character will act according to the chape of the trap

•Dynamic: the traps locations are different and they move randomly

•Continuous

•Multi Agent/Competitive