Creative Technologies Project 2015/16

**Guidelines for filling in the Creative Technologies Project outline:**

This form asks you to outline a project idea in such as way as to not just describe *what* you intend to produce, but also *how* you will be doing that and *why* in that manner. Fill in the template with as much information as you have. This description must stand on its own, without needing further explanations. Use bullet points and keep things short, to the point, but understandable.

**What do you want to achieve by doing this project?**

Tell us why you propose to do this project. What is the rationale behind it? What do you want to find out/test/build during the project? Be honest with yourself and us. There are all sorts of very valid, personal reasons for doing these projects.

**What makes this project innovative/ challenging in a professional sense?**

What contribution to knowledge will you be making with your project? How will your project sit within/ advance its professional context? How can this project help you in regards to future employment?

**What do you need to find out beforehand and how are you going to find that out?** This question asks you to think your project through step-by step. What are the things you will need to know before you design/build your project? What steps will you take to find those things out? What comes after? Here you should outline a process, or an order of steps you will embark on. Be as clear and extensive as you possibly can.

**What technologies will you be using?**

What technologies will go into creating your project and to what extent do you know these already? What new technologies will you need to learn or apply? Will you have to make choices between technologies? What approaches will you take to using these technologies?

**Which research methods will you be using?**

(e.g. secondary research – collating other people's research findings from books, journals, online sources, existing data bases, records statistics or code repositories. primary research - asking questions, observing or conducting tests with participants.) You should already be reading and researching your subject area. Tell us what the sources are you are using. This is a self-directed project so you will be expected to carry out independent research from day one.

If applicable, tell us what other methods or techniques will you employ during the project (e.g. user testing, user-centered design, competitor analyses, heuristics, iterative testing, etc). What non-technical elements of your course will you be able to put to good use? If the project is creative or highly design focused, what processes and methodologies will you be using? How will you research/prepare these?

**When complete, please email this outline to mic.palmer@uwe.ac.uk by 15.06.2015**

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| Your name and student ID: Peter Maloney 13002995 |
| Project Name (working title): Reactive Agent Based Simulation |
| Brief description: A project aiming to produce agent based simulations that can produce behaviour in response to different situations / stimuli. Expected behaviours to include pathfinding, grouping/flocking, reacting to stimuli. The project will revolve around the creation of agent objects, which will each have a set of behaviours that they aim to ‘achieve’ which along with a number of agents should lead to the emergence of group behaviours. |
| What do you want to achieve by doing this project?  With this project I hope to make use of my experience of building a boids simulation for Simulated Worlds, as well as produce something that I feel may give me experience of building a system that may be particularly relevant to RTS game development, and genre I am particularly fond of.  I also hope that this project will suit the strengths I have identified to date, while also leaving room to challenge myself. |
| What makes this project innovative/ challenging in a professional sense?  Primarily I hope that at the end of this project I will have a piece of work that will demonstrate the general programming and development skills that I have picked up, but also show some more specialised game development understanding that could help me stand out to employers I would prefer to work with. However, I also recognise that the simulation I hope to build could find use in many other areas outside of games development such as film or infrastructural planning. |
| What do you need to find out beforehand and how are you going to find that out?  Firstly I will explore the existing similar technologies and methods, as well as their uses, to find out what kind of things will be possible, as well as potential things that are not currently available, and could be developed. Any existing examples I find will also give me an idea of who is likely to want to make use of my project, and from this I can better understand what kind of accessibility I will need to consider and implement |
| What technologies will you be using?  I aim to mainly make use of directX and C++, as I have gained experience using these in second year, and have learnt about much of the capabilities, but I also recognise I have much more to learn and will make use of the many books and tutorials available on DirectX. To the best of my knowledge I should be able to achieve what I plan to using just this, but I am also aware that there may be other technologies I will require or could use to improve my product, but I will likely discover these as I work. |
| Which research methods will you be using?  For finding out about existing examples, I will look into papers and documentation, code bases where available and tutorials.  In order to learn of the capabilities of the technology I will be using I will be using books, and tutorials.  To test and gain feedback on my project as I work on it, I will make use of user-testing, asking questions personally and also via social networks / forums for suggestions on progress. |

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