Department of Computer Science Third Year Project

Weekly Diary Form

**This section to be filled in by student:**

Week beginning: 12/02/18 Student’s Name: Sayim Khan

|  |  |  |
| --- | --- | --- |
| **Day** | **Nature of work** | **Number of hours** |
| Monday | Added quick attack evasion percentages and tested common basic attack patterns are predicted using previous attacks and time since last attack, researched a little on Enemy AI behavior from <https://www.gamasutra.com/blogs/BartVossen/20150504/242543/Enemy_design_and_enemy_AI_for_melee_combat_systems.php> considering adding attack signal for the player and defensive abilities such as block or evade | 1.5 |
| Tuesday |  |  |
| Wednesday | Did research on Game AI behavior, features that I will add to the combat AI is search for player after encounter and escaped, also will have enemy in 2 states, offensive and defensive, when the HP drops below a certain amount, other way of improving AIs attack prediction is to look at players pass action after certain attacks and use that to influence percentages, planning 2 skill slot system | 1.5 |
| Thursday | Implemented the Enemy TellSystem, to notify player when they are spotted and when the enemy is attacking, small preparation for ‘search state’ of enemy AI. | 2 |
| Friday |  |  |
| Saturday | Planned algorithm and animations  Wrote initial code for search for player algorithm and set up the animations required, still needs to be tested | 3 |
| Sunday | Fixed issues with search code, moved NavMeshAgent to spiritsbody parent and updated code to find it, broke the hp gauge rotation, needs to be fixed to compensate for object moving. Search state of the enemy works with expected behavior, but code needs to be cleaned up from testing. | 2.5 |
|  | **Total:** | 10.5 |

Any other comments on the week’s progress and time management:

**This section to be filled in by Supervisor:**

Supervisor’s Signature:

Supervisor’s Comments:

This evidence of student participation is: Satisfactory Unsatisfactory 

**You are to maintain your diary and hand it in to your supervisor *as a separate document* at the end of the project.**