CM 146 Creative Project Plan

The final assignment for CM 146 is a ~1 month long creative project (3 weeks in summer session) that applies the knowledge about AI techniques you have gained. The goal is to employ AI in an interesting/novel way to address any aspect of game design, development, game play, or analysis, or to create a novel player experience, etc. The sky is the limit!

Your project should take the form of an implemented computational system, such as an interactive/playable game prototype, a design tool prototype, or a non-interactive data analysis. Note the use of the term *prototype:* your goal is to demonstrate that something is possible by producing a convincing 1st instance - your goal is not to create a polished end-product.

As mentioned in lecture, you will work in teams of 4 people, due to a mixture of project scope and presentation time constraints. You must have Professor Shapiro's permission to work in a team with anything other than 4 members. You may team with partners from previous assignments.

NOTE: you are submitting a project plan, not a proposal. Get started right away.

Submission requirements

We have kept the submission requirements minimal. You will need to produce:
    (1) A project plan consisting of a single slide
    (2) A 1-2 page writeup documenting your single slide

This slide and writeup should follow the outline below.

Project overview slide

Compose a **single concept slide** and add it to the end of the Creative Project Proposals Google slide deck (follow the link in the Creative Project Proposal assignment). See the Creative Project Introduction lecture on YuJa for examples. Log in to Google using your UCSC account.

Your slide should identify the following:

- **Overview** (what the project is about or will do)
- **Team** (names of each team member)
- **Theme** (e.g., "AI as Design Assistant, "AI as Student" or some other role you make up)
- **Novelty** (what is new or especially interesting about this project)
- **Value** (who would benefit from a real system based on your prototype)
- **Technology** (key AI elements of the approach)
- **Work plan** (key tasks, + assignment to teammates)

We will discuss a number of these project plans in synchronous class, so it is important that you get your slide into the deck by the due date. We may call some teams into office hours for further discussion (often out of excitement vs concern, but sometimes both).

Project plan writeup

Compose a 1-2 page writeup that provides the detail that wouldn't fit on a slide. Submit it via the link in the Creative Project Proposal assignment. It should follow the same outline as above.