CM 146 Creative Project Final Submission

The final project for Game AI is a 3-4 week long creative project that applies the knowledge about AI techniques you have gained to any aspect of game design, development, game play, or analysis.

The project goals, teaming requirements, team coordination and prototyping strategies have already been discussed. So, this document describes what you need to do for final submission.

Final Project Submission Requirements

We have kept the submission requirements minimal. You will need to produce:

- (1) A ~10 minute presentation, including Q&A, which you will give to the class.
- (2) A 2-4 page write-up that documents your presentation and adds salient details.
- (3) Add your presentation slides to the presentations slideshow, immediately after the slide reserving your spot.
- (4) Complete an evaluation sheet as you listen to other project presentations. (Do not evaluate your own project.)

Final Presentation

When the work is done, **compose a ~10 minute slide show** (including questions) that describes your project, and insert it at your project's slot in the Creative Project Final Presentation google slide deck. The pointer will be in the Creative Project Final Submission Assignment (which is linked to this document). You can speak to these slides during your presentation, or to slides on your own machine.

In the summer quarter, the presentations will be in synchronous class sessions in the last week of the term. During the academic year, the presentations will be in the finals slot for the course. Since the presentations must all fit within 3 hours, the time budget will vary depending upon the number of teams.

This is the preferred outline for your talk:

- 1. Project Overview (+ theme + team + contributions what is this about?)
- 2. Problem addressed (what does the Al do)
- 3. Technical solution (how does the Al work, why is it a good fit for the task)
- 4. Demo (show us your system running in some way)
- 5. Novelty (identify the closest related project or technology and say what is new)
- 6. Fun bit (show us something unique and interesting)
- 7. Benefits (identify who would benefit and how from work like yours in the future)

Final Project Writeup

Compose a 2-4 page writeup that documents your work. Submit it in response to the Creative Project Final Submission Assignment. It should follow the same outline as the final presentation, but with one added topic:

- 1. Project Overview (+ team + theme + contributions what is this about?)
- 2. Problem addressed (what does the Al do)

- 3. Technical solution (how does the Al work, why is it a good fit for the task)
- 4. Demo (show us your system running in some way)
- 5. Novelty (identify the closest related project or technology and say what is new)
- 6. Fun bit (show us something unique and interesting)
- 7. Benefits (identify who would benefit and how from work like yours in the future)
- 8. Mementos (provide the best visuals you used in the demo, to help us remember the highlights while we grade)

Evaluating your project

Your creative project will primarily be evaluated based on your ~10-minute presentation. The proposal and writeups matter, but 80% of the project grade comes from the final presentation, including instructor and student reviews. So, it is worth the time to rehearse your talk and make it sharp/fun. Think of it as a pitch to your classmates. I recommend dry running it in front of a live audience. Pay special attention to transitions between speakers and machines, as you have no time for AV fumbles.

Here are the relative weights:

- 10% Project Proposal score (including writeup + presentation): Was a clear and acceptable project proposal submitted on time?
- 10% Final Project Description score: Was it clear/polished and on time?
- 50% Presentation score (assigned by instructor and TA)
- 10% Class Presentation score (average of score assigned by classmates)
- 5% Class Favorite score (if in the Top 5 of your classmates' accumulated Top 3 lists)
- 5% Instructor Favorite score (if in the top tier of the professor and TA's Top 3 lists)
- 10% Peer Reviewer score (being a critical and constructive peer reviewer)

Final Presentation Review Criteria

Each of you has a role in evaluating class projects. You have already reviewed each other's project plans, and we also ask you to review the final projects. We will release a separate assignment asking each of you to answer the following questions while listening to the final presentations (excluding your own):

- How clear is the presentation? 1 (low) 5 (high)
- How difficult was the task? 1-5
- How satisfying is the end result? 1-5
- Is this project on your Top 3 list? Y/N

Note that 3% of your personal score on your project comes from acting as a critical and constructive reviewer, so it is important that you give careful attention to this task. (Of the 10% Peer Reviewer Score, 7% comes from your group's review of project plans, and 3% from your individual completion of these questions).