Lab Report **GAME3001 – Artificial Intelligence**  W2022

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|  | **Lab / Assignment** | | 4, Part 1 | **Date Submitted** | | 2020/02/20 | |
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|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
|  | **Taojin** | | **sha** | | | 101334639 | |
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| **\*\*Instructions: Please Highlight YOUR Achievement Level for each Feature / Task / Subtask\*\*** | | | | | | | |
|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Version Control | | | No Repo Created or master Repo inaccessible. | Lab 4 is the only folder in your repo, or your master repo is incorrectly structured. | Lab 4 has been added and includes all components but only includes a single commit. | Added Lab 4 to master repo.  Ensure both instructors are collaborators.  Lab 4 has several commits. | 0.5% |
| Tile Class | | | The Tile class with .h and .cpp files does not exist. | The Tile class is created, but errors exist, or implementation is glitchy. | The Tile class is created, but implementation could be smoother or need adjustment. | The Tile class is created without flaw. | 1.5% |
| New StarShip & Target Objects | | | The new starship and target objects are completely missing from the scene. | The new starship and target objects are created, or implementation is glitchy. | The new starship and target objects are created, but implementation could be smoother or need adjustment. | The new starship and target objects are implemented and snap to grid without flaw. | 0.5% |
| Grid Functionality | | | Grid functionality in the PlayScene does not exist. | Grid functionality in the PlayScene is implemented, but errors exist, or implementation is glitchy. | Grid functionality in the PlayScene is implemented, but could be smoother or need adjustment. | Grid functionality in the PlayScene is implemented without flaw. | 1% |
| ImGui Controls | | | ImGui controls for StarShip, Target and grid visibility do not exist in the PlayScene. | ImGui controls exist, but errors exist, or implementation is glitchy. | ImGui controls exist, but implementation could be smoother or need adjustment. | ImGui controls for StarShip, Target and grid visibility are implemented without flaw. | 0.5% |
| **Part 2** | | | | | | | |
| Ship and Goal Statuses | | | Ship and goal statuses do not show in debug mode. | Ship and goal statuses show, but errors exist, or implementation is glitchy. | Ship and goal statuses show, but implementation could be smoother or need adjustment. | Ship and goal statuses show in debug mode without flaw. | **1%** |
| Compute Tile Costs | | | The compute tile costs function does not exist. | The compute tile costs function is implemented, but errors exist, or implementation is glitchy. | The compute tile costs function is implemented, but could be smoother or need adjustment. | The compute tile costs function is implemented without flaw. | **1.5%** |
| Updated Build Grid | | | Build grid function does not create references to all neighbour tiles. | Build grid function creates references to all neighbour tiles, but errors exist, or implementation is glitchy. | Build grid function creates references to all neighbour tiles, but implementation could be smoother or need adjustment. | Build grid function creates references to all neighbour tiles without flaw. | **1%** |
| Heuristic Button Controls | | | ImGui controls for heuristic buttons do not exist in the PlayScene. | ImGui controls for heuristic buttons exist, but errors exist, or implementation is glitchy. | ImGui controls for heuristic buttons exist, but implementation could be smoother or need adjustment. | ImGui controls for heuristic buttons are implemented without flaw. | **0.5%** |
|  | | |  |  |  | **Total** | **8%** |

**\*\*Instructions: Please Highlight YOUR Achievement Level for each Feature / Task / Subtask\*\***