Lab Report **GAME3001 – Artificial Intelligence**  W2022

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|  | **Lab / Assignment** | | 5 | **Date Submitted** | | 2022/02/27 | |
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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 5 is the only folder in your repo, or your master repo is incorrectly structured. | Lab 5 has been added and includes all components but only includes a single commit. | Added Lab 5 to master repo.  Ensure both instructors are collaborators.  Lab 5 has several commits. | 0.5% |
| Find Shortest Path | | | Find shortest path algorithm does not exist. | Find shortest path algorithm is created, but errors exist, or implementation is glitchy. | Find shortest path algorithm is created, but implementation could be smoother or need adjustment. | Find shortest path algorithm is created without flaw. | 1% |
| Display and Reset Path | | | Display and reset of path are completely missing from the scene. | Display and reset of path are created, or implementation is glitchy. | Display and reset of path are created, but implementation could be smoother or need adjustment. | Display and reset of path are implemented without flaw. | 0.5% |
| Impassable Tiles | | | A few impassable tiles (not random) do not exist. | A few impassable tiles (not random) exist, or implementation is glitchy. | A few impassable tiles (not random) are implemented, but could be smoother or need adjustment. | A few impassable tiles (not random) are implemented without flaw. | 1% |
| ImGui Controls | | | ImGui controls for find path, start and reset do not exist in the PlayScene. | ImGui controls for find path, start and reset exist, but errors exist, or implementation is glitchy. | ImGui controls for find path, start and reset exist, but implementation could be smoother or need adjustment. | ImGui controls for find path, start and reset are implemented without flaw. | 0.5% |
| Ship Movement | | | Ship movement along path does not exist. | Ship movement along path is implemented, but errors exist, or implementation is glitchy. | Ship movement along path is implemented, but could be smoother or need adjustment. | Ship movement along path is implemented without flaw. | **0.5%** |
| Bonus | | | No bonus requirements implemented. | Random impassable tiles exist, but errors exist, or implementation is glitchy. | Random impassable tiles exist, but implementation could be smoother or need adjustment. | Random impassable tiles that exclude position of spaceship and target are implemented without flaw. | **1.0%** |
|  | | |  |  |  | **Total** | **4% (+1% bonus)** |

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