Lab Report **GAME3001 – Artificial Intelligence**  W2022

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|  | **Lab / Assignment** | | 2 – part 1 & 2 | **Date Submitted** | | 2022/1/31 | |
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|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
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|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Version Control | | | No Repo Created or master Repo inaccessible. | Lab 2 is the only folder in your repo, or your master repo is incorrectly structured. | Lab 2 has been added and includes all components but only includes a single commit. | Added Lab 2 to master repo.  Ensure both instructors are collaborators.  Lab 2 has several commits. | 0.5% |
| Play Scene Cleanup | | | The PlayScene still includes previous GameObjects and UI Elements. | Some previous GameObjects and UI elements have been removed from the PlayScene. Removal has created errors or other side effects. | All previous GameObjects and UI elements removed from PlayScene.cpp  However, some declarations still exist in the PlayScene.h and/or unnecessary include directives have not been removed. | All previous GameObjects and UI elements removed from PlayScene.  Any unnecessary include directives have also been removed. | 0.5% |
| Player Movement (Tom’s lab)  OR  Player Movement (Alex’s lab) | | | Player cannot move with A and D keys. | Player can move with A and D keys, but errors exist, or movement is glitchy. | Player can move with A and D keys, but movement could be smoother, and speed could use adjustment. | Player can move with A and D keys. Movement is smooth and at an appropriate speed. | 0.5% |
| Player’s position cannot be set with ImGui slider. | Player’s position can be set with ImGui slider, but errors exist, or movement is glitchy. | Player’s position can be set with ImGui slider, but movement could be smoother, and speed could use adjustment. | Player’s position can be set with ImGui slider without flaw. |
| Target GameObject | | | The Target GameObject has not been added to the PlayScene and Slider Controls do not exist in ImGui that relate to it. | The Target GameObject either has been improperly declared in the PlayScene.h and / or instantiated incorrectly in the PlayScene.cpp  Sliders don’t work or don’t exist. The Application may throw errors. | The Target GameObject has been declared appropriately in the PlayScene.h and instantiated properly in the PlayScene.cpp  It can be controlled with Sliders, but its movement can be tweaked or improved. | The Target GameObject has been declared appropriately in the PlayScene.h and instantiated properly in the PlayScene.cpp  The Target GameObject can be controlled with ImGui Sliders. | 0.5% |
| StarShip GameObject | | | StarShip GameObject class was not created.  No texture (image) was added to the Asset folder that represents the Ship. | Starship GameObject class was created. However, it cannot reference the DisplayObject super class or throws errors after creation.  An appropriate texture (image) was not created or has not been added to the correct folder. | StarShip GameObject class was created properly (including .h and .cpp files).  StarShip GameObject was declared in the PlayScene.h and instantiated appropriately in the PlayScene.cpp. However, the texture (image) used needs tweaking or other adjustments. | StarShip GameObject class was created properly (including .h and .cpp files).  An appropriate texture (image) was used to represent the GameObject.  StarShip GameObject was declared in the PlayScene.h and instantiated appropriately in the PlayScene.cpp. | 0.5% |
| Seek Behaviour | | | Seek behaviour was not created. | Seek behaviour was created, but errors exist, or movement is glitchy. | Seek behaviour was created, but movement could be smoother, and speed could use adjustment. | Seek behaviour was created without flaw. | 0.5% |
| LookWhereIAmGoing Behaviour | | | LookWhereIAmGoing behaviour was not created. | LookWhereIAmGoing behaviour was created, but errors exist, or orientation is glitchy. | LookWhereIAmGoing behaviour was created, but orientation could be smoother, and speed could use adjustment. | LookWhereIAmGoing behaviour was created without flaw. | 0.5% |
| ImGui Controls | | | ImGui controls for starting Seek and max speed, turn rate and accel for player were not created. | ImGui controls for starting Seek and max speed, turn rate and accel for player were created, but errors exist. | ImGui controls for starting Seek and max speed, turn rate and accel for player were created, but implementation could be smoother or need adjustment. | ImGui controls for starting Seek and max speed, turn rate and accel for player were created without flaw. | 0.5% |
|  | | |  |  |  | **Total** | **4%** |

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