Legends: **Multiplayer Online Game with Al** Planned Prepared by: Sheryl Teo Swe Zen (U1822202B) Completed Project Start 11-Aug-20 SEMESTER 1 SEMESTER 2 Project End: 19-May-21 Aug-20 Sep-20 Oct-20 Nov-20 Dec-20 Jan-21 Feb-21 Mar-21 Apr-21 May-21 PHASE Phase 1: Research Feasibility of Project 80% Available AI and current findings 100% 2 Try out Game Demos 3 70% Try Possible Multiplayer Games 0% 1.4 2 0% Game Logic Research 0% Interim Report Phase 2: Game and Assets Development Base game logic development (2 players) 1.5 0% 1.5 Game GUI 0% Player database set-up 0% Add on multiplayer function (3-4 players) 1.5 0% Creating and designing original game assets 1.5 0% Finalise Game 3 0% Phase 3: Report Writing Prepare Draft Final Report 0% Draft Final Report 0% 26-Mar Finalise Final Report 0% 3.3 0% 3.4 Final Report 9-Apr 0% Prepare for Project Demonstration Project Demonstration 0% 12-Apr 4 0% Prepare for Oral Presentation

10-May

19-May

0%

0%

Oral Presentation

Full-Text Report & Final Report