

Liam Sullivan, Group 7

Review of Project Proposal 1

Clarity of Presentation

The project is clear: a simulated run of a board game with slightly adapted rules for simplicity, building up to more complex reenactments. The only things I don't fully know yet are how you are representing collecting tokens – are they intermediate goal spaces? – and what specialization and barriers look like in your map.

Relevance of Project

Yes, the formal motion planning definition is well written and clear. The costs section clears up some of my questions from above.

Quality of Project

Moderate difficulty, straightforward application of what we've learned so far.

Evaluation of Project

Yes, the success is well defined by the rules of the game that is the basis for the project.

Broader Impacts

This could potentially be used in more game planning or game development scenarios, which I think would benefit society!

Intellectual Merit

I think the results of this project will benefit the class to see a combination of motion planning theory with real life applications, including some added layers of complexity to what we've learned.