

Donald Nute's VWorld

Bumble 2.0

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Project Aim

You will be working on Donald Nute's V-World throughout the majority of the workshop programme, and will have soon completed workshop exercises designed to experiment with the world, its actors and its main (adventurer) agent "Bumble." This assignment is simple and extremely open-ended:

Modify aspects of the program to make the behaviour of the actors (including Bumble) more 'interesting' than it is at the end of the formal workshops

Ideas

Interesting behaviour could be characterised in many ways, but the following is indicative:

- The (demonstrated) ability of Bumble to deliberate about its situation
- The (demonstrated) ability of Bumble to react to changes in the world
- The ability of Bumble to demonstrate intelligent decisions about actions
- Actors in the world to demonstrate an enhanced level of intelligent behaviour etc.
- Proof of the success of your modifications could be:
- Behaviour based on a given set of scenarios - comparison with Bumble 1.1 & 1.2 say
- Performance measured against V-World's number of moves before (RIP) etc.

Deliverables

To be submitted: Thursday 10 May, 2012 by 8:45am

(a) The program - submission details to be arranged

(b) Documentation - submitted both in written & electronic form

This should be structured in the normal way for such documents, e.g. introduction, strategy, modifications made (with relevant code snippets), test plan, outcomes, further work, conclusions. It should support the program and be around 3000 words

Marking Criteria

- The system is functional according to the specifications, i.e. new behaviour demonstrated - it works: 20%
- Level of sophistication in the new behaviour(s): 30%
- The code is well-structured, documented and annotated (it is clear and accessible): 10%
- The documentation as specified: 40%

Introduction

Strategy

Modifications

Test Plan

Outcomes

Further Work

Conclusions

Appendix X: jfkdsjkjfdksljgklfdlkgjlkfd