What you want to do-

I plan on creating a hexagonal tile game that plays like a simple unit focused rts empire builder and the game AI will be an enemy empire and will guide the units to tiles. I currently plan to use A* pathfinding to get units to desired hexagon tiles, high level decision trees to determine strategy for the enemy empire, a brand new(I have not seen it) heuristic decaying queue search function to determine where to send units in line with strategies quickly and AI personalities that decide the willingness to use certain strategies. In terms of graphics it will more than likely be rather basic. I will be using some code from Clash Loyal.

What the deliverable will be-

A game in the form of a windows executable and a visual studio project.

What success looks like (i.e. how should I grade it).-

The enemy AI seems from a player's perspective, to work well in a strategically complex environment. Your units reach the destination using a reasonable path. Did you have fun?

Personal Comment-

I told you this earlier in the semester but I have been wanting to build this game for a while. If you feel like the game plus the AI is too much work I will knock the game without the AI out right after midterms to set your mind at ease.

Stretch Goals-
Increased unit variability, improved graphics, survival mode, multiplayer.