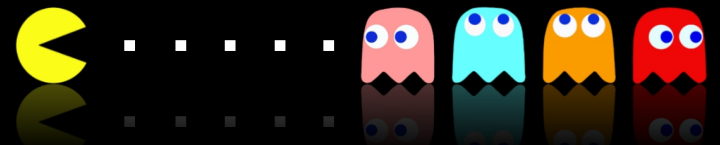


Advanced Game AI

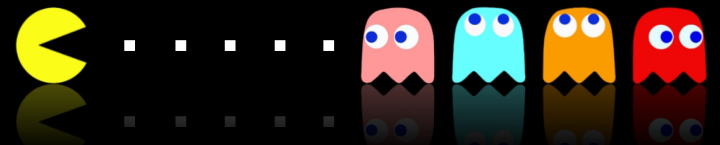
Assignment

Dr Alexiei Dingli



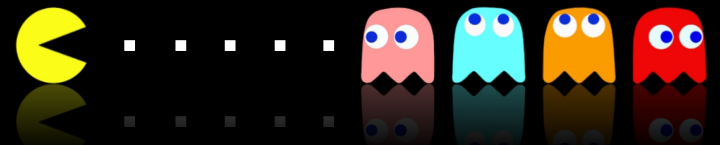
Project Overview

Designing and developing a casual games using Unity 3D, with strong emphasis given to the implementation of interesting game **Artificial Intelligence (AI).**



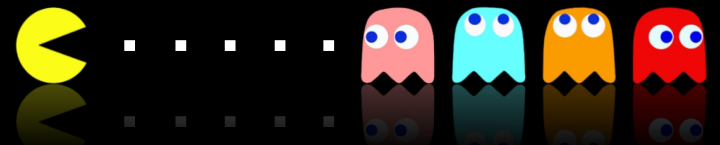
Details

- This project contributes 40% of your total coursework marks and it is compulsory to attempt this project
- The project will end with a final submission of work (plus documentation), game presentation and demo in the last week
- Games will be assigned on a first come first serve basis



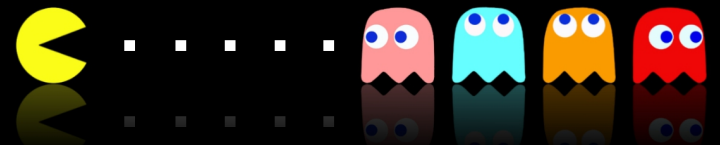
Deliverables

- Presentation + Demo (30 minutes)
- 5 min (max) Video
- Documentation (Write a GDD)



Tutorial Schedule

| | | | |
|--------------|--------------------------|---------------------|-------------------|
| Intro | Mentoring Session | Presentation | Submission |
|--------------|--------------------------|---------------------|-------------------|



Questions?

