

Video Game AI, Spring 2013
Project Milestone #2
Due April 21 at 12 midnight

This milestone should be submitted to the instructor via e-mail by midnight on April 21, 2013.

You are designing a short, focused, AI-based game experience. For this milestone you need to describe your ideas succinctly and demonstrate that you have thought-out the technologies and design for the experience. You need to write-up your teams ideas in an 1 to 2 page document. Your document should address:

1. Describe your game idea briefly.
 - a. What skills will the player need to play your game?
 - b. What activities will they perform within the game? (think of verbs)
 - c. What is the universe in which the game exists? (mechanics/physics)
 - d. What feelings should the player have when playing the game?
2. What is the schedule for your game?
 - a. What language/platform will you be developing on?
 - b. What AI technologies do you need for the game?
 - c. When will you have a first prototype?
 - d. When will you have a playable demo? (May 17)
 - e. What roles will each team member play?
 - f. What are your contingency plans if your design doesn't work out?

If you need ideas for gameplay, consider looking at lists of verbs. (eg <http://www.enchantedlearning.com/wordlist/verbs.shtml>) There are a number of game design frameworks available. Reading through these may help you formalize your design ideas, but these are just two possible models and are not exhaustive.

- http://en.wikipedia.org/wiki/MDA_framework
- <http://dankline.wordpress.com/>