

**Video Game AI, Spring 2013**  
**Final Project Milestone**  
**Due June 1 at 12 midnight**

This milestone represents the final submission of your course project. The following tasks should be completed for this milestone:

1. Place your final code and executable in your project SVN folder.
  - a. Place a file named RUN.txt in the SVN folder describing how to compile and run your executable.
  
2. Write up your project efforts. Each of these items should be clearly addressed in the writeup:
  - a. Describe the components and assets that your team built for the project, and what was used from other resources. (Code, graphics, game engine, etc.)
  - b. Provide a “walkthrough” of the game with detailed instructions of how to play complete the final product.
  - c. Provide a description of how the AI should be behave and how you expect the user to perceive and respond to the AI behavior.
  - d. Describe what AI techniques were used in the creation of the game.
  - e. Describe two things that went right and two things that went wrong during development.
  - f. Place the full writeup in a pdf file named WRITEUP.pdf in your group SVN folder.
  
3. Evaluate your team experience:
  - a. A form is/will be posted on the course web page for detailing the work and your teammates did on the course project. Each team member should individually e-mail this to the professor by June 3 at midnight.