

## Video Game AI, Spring 2013 Course Project

In this course, you will be thinking about how AI relates to game design and will put this in practice by designing an AI-based game experience. At the high-level, you must work within these restrictions:

1. All students should work in groups of 3-4 students.
2. Projects may be implemented in any language / platform, as long as the results are easily accessible for grading purposes.
3. The game experience should involve characters (humans, animals, aliens, etc) as a focal point of the interactions.
4. The characters in the game must exhibit some form of intelligence. The game cannot, for instance, be purely based around solving puzzles.
5. The primary game play experience should be no less than 2 minutes long and no more than 5 minutes long.

The project will be broken into 4 milestones. The are:

<b>Milestone</b>	<b>Deadline</b>
1. Form your group. (E-mail your group members to the professor.)	April 7
2. Submit your game ideas.	April 21
3. Submit a project update.	May 17
4. Final project due.	June 1

Detailed instructions for milestones 2-4 will be posted on the course web page shortly.