Final Project Proposal

CSC 481 – Spring '10

Part of your grade is a final project. The final project can either be a <u>five page, single spaced research paper</u> on a topic related to AI and games or it can be a <u>substantial implementation of an algorithm, behavior, or game</u> preferably in the quagent/QII environment (if you would like to implement something in a different environment then please properly motivate and argue for it in your proposal).

In addition, your final project can be <u>individual work</u> or it can be done <u>in teams</u>. If your work is done in a team, make sure that your proposal has <u>each team member listed</u> and also shows a <u>proposed division of labor for the project</u>.

Final projects are due during the final exam period, a precise date will be announced in class.

Your project proposal should be a maximum of <u>one type written page</u> and needs to contain the following materials:

For Research Papers:

- Title of the paper
- List of resources to support your research
- A brief statement why this topic is relevant to AI and games
- If this is a team effort, then list the team members and a proposed division of labor for the project

For Implementation Projects:

- Title of project
- A brief description of the proposed functionality
- A list of resources (such as programming language compilers, libraries, hardware, etc) that support your development
- If the work in not to be done in the quagent/QII environment, then include a brief explanation why not
- If this is a team effort, then list the team members and a proposed division of labor for the project

The project proposal is due on Thursday April 1st in class.