

Assignment #4

CSC 481 – Spring 2015

Final Project Proposal

Part of your grade is a final project. The final project can either be a five page, single spaced research paper on a topic related to AI and games or it can be a substantial implementation of an algorithm, behavior, or game 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 individual work or it can be done in teams. If your work is done in a team, make sure that your proposal has each team member listed and also shows a proposed division of labor for the project. Project teams with more than three members are not allowed.

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 one type written page 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 is 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

Assignment #4 is due on April 7th @ 11:30pm and should be submitted as a single PDF file at the Sakai website.