

CS8803 Game AI Project 3

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Introduction

Here is an example of citing *AI for Games* [1] and another for citing *Russel & Norvig* [2]. An example graphic image follows. Note that the [h!] causes it to be displayed at this exact location rather than moving it to allow for best text layout.

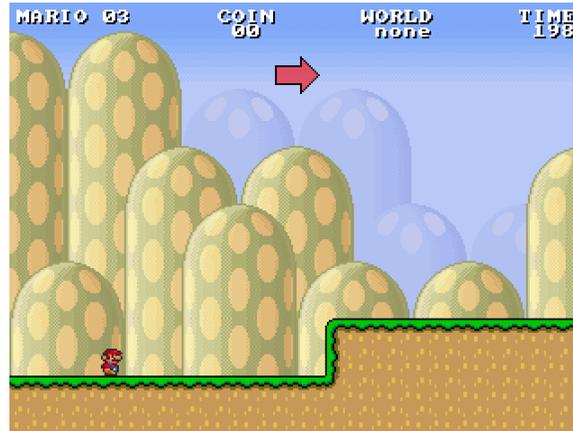


Figure 1: This is an example screenshot

Here [Fig. 1] is a link to the image above.

Related Works

Below is an example of an unordered list of terms:

Richard Bartle Model

Nick Yee Model

John Radoff Model

Here is a short table copied from my Project #2:

Seed	Heuristic	Time Remaining	Survived	Coins
1582108229	AStarAgent	175	Yes	24
1582108229	CoinSeeker	134	No	8
1200022400	AStarAgent	170	Yes	7
1200022400	CoinSeeker	127	Yes	9

Level Generator Design

Profile Matcher

Level Archetype Selection

Level Generation: Macro-structure

Challenge Components: Micro-structure

Evaluation

Conclusion

Appendix A: Building the Game

Building the Project 3 executable requires a Java SDK version 1.6+ and Apache Ant.

To build the game, execute `ant clean` followed by `ant` from the main project directory.

Appendix B: Running the Game

To run the game, change to the 'dist' subdirectory following a successful build and execute `java -jar CS8803_P3.jar generator=[AgentName]`. Valid level generator names include: SGrammarGenerator, LSystemGenerator:

`seed` random number generator seed value (`long`)

References

- [1] I. Millington and J. Funge. *Artificial Intelligence for Games*. Morgan Kaufmann, 2009.
- [2] S. Russel and P. Norvig. *Artificial Intelligence; A Modern Approach*. Prentice Hall, third edition, 2010.