Adaptive Pathfinding and Utility AI Implementation

For Tower Defense Game

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Game Screenshot:

Project Objectives:

This project aims to create a tower defense game and implement an Artificial Intelligence that will not only provide a different experience on replay but will also better challenge the player. It will challenge the player by countering the player's actions by spawning a different set of enemies depending on what the player did during the previous waves of enemies, as well as choosing a path that has the highest chance of success.

Game Features:
- Various different towers to use
- Various enemy types to defeat
- Replayable game levels
- Intelligent enemy pathfinding AI
- Challenging adaptive enemy spawning