NANYANG TECHNOLOGICAL UNIVERSITY
SINGAPORE

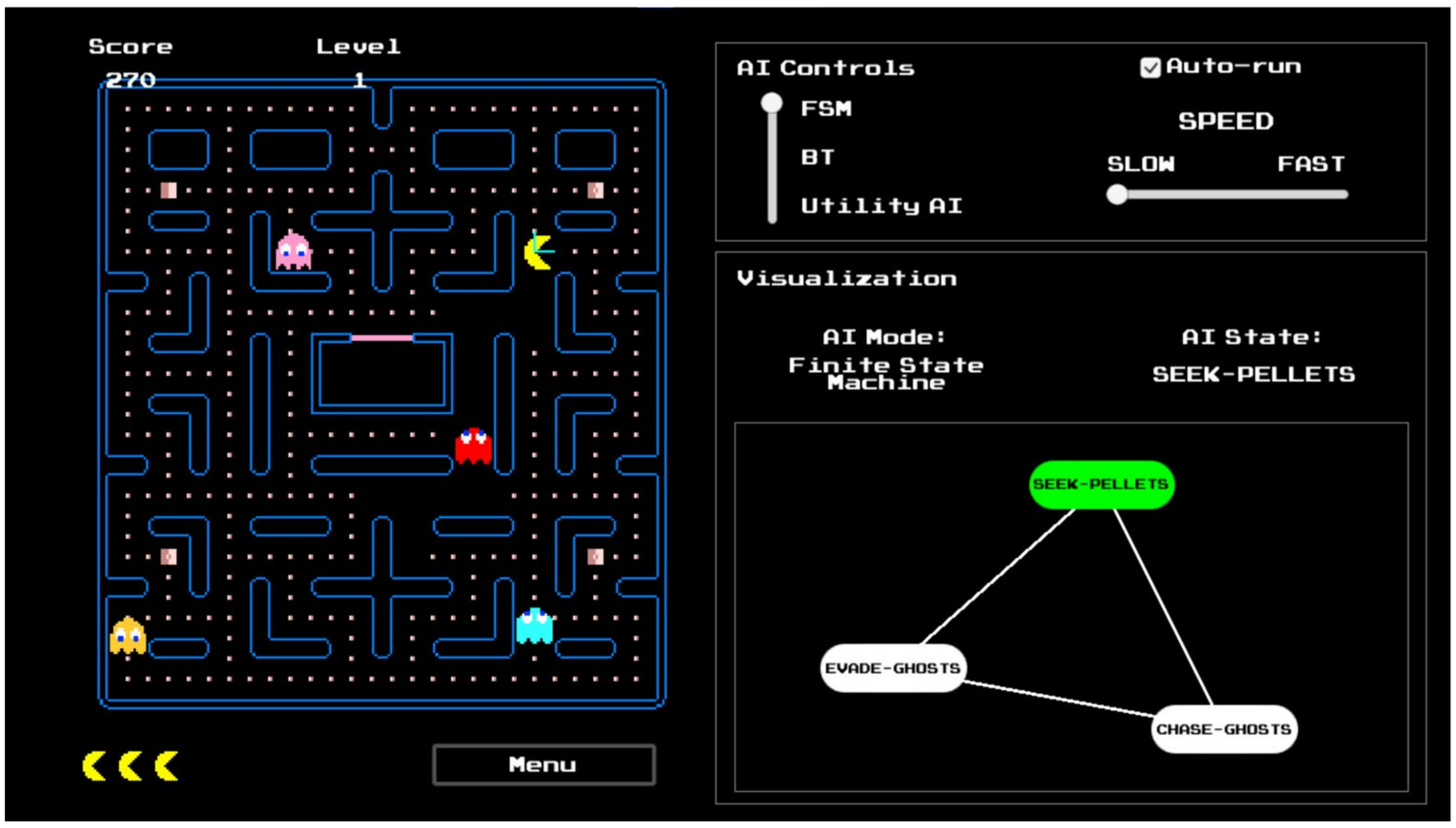
School of Computer Science and Engineering
College of Engineering

Visualization Software

for Computer Game Concepts

Student: Leow Wei Thou, Samuel

Supervisor: Professor Seah Hock Soon



Project Objectives:

This project aims to develop a visualization software for educating students on the topic of AI algorithms and models. Pac-Man, an arcade game that is widely popular and features maze-like levels, will be used as a base for the project. For this project, the algorithms/models to be demonstrated on the software will be the Finite State Machine (FSM), the Behaviour Tree (BT) and the Utility-based AI. This project will be developed on the Unity game engine for the Windows PC platform.

Different visualization for different algorithms/models.