Schedule

Week 1
    AI as Adversary
    Forward Search
    P1: Dijkstra's in a Dungeon

Week 2
    AI as Adversary
    Game Tree Search
    P2: MCTS for Dots and Boxes

Week 3
    AI as Actor
    World Representations; FSMs
    P3: A* pathfinding from an image file

Week 4
    AI as Actor
    Rules; Behavior trees; Reactive languages
    P4: Micro-RTS controller

Week 5
    AI as Actor
    Planning; Inference
    No problem set

Week 6
    Midterm (2/8/16)
    AI as Narrator
    Reactive control
    P5: Camera control for game traces

Week 7
    AI as Design Assistant; Author
    P6: Procedural Content Generation

Week 8
    AI as Author
    Steering behavior
    Creative projects

Week 9
    AI as Student
    Classification and policy learning
    Creative project proposals due

Week 10
    AI as Psychic
    Intent recognition

Finals
    Creative project presentations (3/16/16)