INFOMGP report assignment

Team/Game/Simulation name

Student names and numbers

# I. Introduction

In this section, you introduce the simulation/game you have implemented. Give the **list of tasks** and the reasons why you have selected them. If there is a wider motivation for selecting this set of tasks indicate it.

Indicate also how you **divided the work** among the students. If some tasks are based on papers presented during essay presentations, mention it here as well.

Conclude by giving an overview of how the tasks are connected to each other, and in what order you will present them (and why).

# II. Minimal requirements

There are slightly different ways of solving the minimal requirements. You present here the **choices you made** (and why). As the amount of time dedicated to that section in the oral presentation is very limited, the details are given here. Present the solution/algorithm you have designed and illustrate it to support your explanations. You can provide pseudo-code but the explanations are more important. You can also report your choice for the CSP, the error calculation and the target velocity and you can add illustrations to support your explanations.

Show the results of your experiments. For example, you can indicate the PD controller gains you finally agreed on, and describe what happened when you changed them. Give **statistics** on the balance duration obtained with the default environment. You can come up with other metrics evaluating different properties of your algorithms and report the measurements here.

# III. The completed tasks

Describe in sub-sections each individual task you have completed. If you have changed something to the user interface, mention it here (e.g. key binding to enable/disable the task).

## III.I Task name

Repeat your **motivation** to implement this task (possibly in regards to the general objective of the game/simulation). You can give technical details here but keep it understandable for your fellow students. DO NOT GIVE CODE. Pseudo-code will be tolerated but only if it clarifies your explanations.

The content of each sub-section will greatly depend on the type of task. In general you will have to include at least:

* the modifications made to the simulated creature(s), to the scene and to the physics engine parameters
* the disabled functionalities (e.g. maybe platform/ball/balance controller have to be deactivated first)
* explanations of the **new** **functionalities** (you can give a class diagram if it is relevant), this is the main part of your report

You can include screenshots from time to time but only where it is relevant (e.g. to show important intermediate results or alternative methods).

If you used a 3rd party library, indicate and justify it here. Describe very clearly what did you code yourself and what comes from the library.

Any information you estimate important to mention can be added.

# IV. Conclusion

Conclude on your experience by **summarizing your contributions**. You can give your feelings about the assignment, what could be improved, what would you have liked to implement with more time, etc.