Human-Like AI in Real-Time Strategy Games

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		Sep				Oct				Nov				Dec				Jan				Feb				Mar				Apr		
Tasks	Deadline	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Writing: Proposal	**Nov-8**						Low	Low	High	High																						
Research: General		High	High	High	High	Mid																										
Research: Fuzzy Logic						High	Mid																									
Research: Neural Network							High	Mid																								
Research: Hybrid (Neuro-Fuzzy) AI									High	Mid																						
Develop: RTS Environment	**Jan-1**										Low	Low	Low	High	High	Mid	Mid															
Develop: Rule-Based AI																High	High	Low														
Develop: Fuzzy Logic AI																		High	High	High	High										
Develop: Neural Network AI																				Mid	High	High	High	High							
Develop: Hybrid AI																									Extra	Extra	Extra	Extra				
Testing: Human Testing & Feedback																													High	Mid		
Testing: AI Performance Evaluation																												High	Low	Low		
Writing: Dissertation	**Apr-24**																	Mid	Low	Low	Mid	Low	Low	Mid	Mid	Mid	Mid	Mid	Mid	High	High	High

High Priority	(red)
Mid Priority	(yellow)
Low Priority	(green)
Extra (anything may overlap, done only if sufficiant time allows, priority adjusts depending time available)	(blue)
Time set aside for other coursework to take priority (only low-priority tasks exist here)	(grey)