

## **Cool Team Name**

February 28, 2005

### **CS4500 Weekly Management Report**

#### **Accomplishments**

- Discovery of FEAR engine for more agent-based animat approach [Edward]
- Additional work on motion [Scott]
- GUI work [Stuart]
- Research and Analysis of FEAR abilities [Everyone] Updated Documentation & Management Report [Edward]

#### **Goals & Priorities**

- Final Decision of using FEAR/Q2 or sticking with CS/CEL. [Everyone]
- Continue Updating and Catch Up on Documentation [Edward]
- Multiple humanoids walking in simulation w/ collision avoidance of obstacles [Stuart]
- Directed autonomous motion with path restrictions and origins and destinations [Scott]
- New textures for maps & agent models [Edward]

#### **Needs**

- None at this time