Title

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Masters of Science in Computer Science

by

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Title

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Abstract

This thesis…

Acknowledgements

The author would like to….

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TABLE OF FIGURES

Chapter 1: Introduction

1.1 Introduction to …

Introduction…

1.2 Section 2

Another section…

1.3 Remaining Chapters

In the second chapter, we will analyze some of the different…

In the third chapter, we will discuss …

The fourth chapter will discuss how we set up the game from a visual and game engine standpoint. We will discuss[1] the environment being used, and how the enemy agents and the player were set up in Torque.

In the fifth chapter, we will begin to discuss …

The sixth chapter will be a look at…

[1] This is a footnote

The seventh and final chapter will include a summary of the project's results. This chapter will also compare and contrast different learning techniques... What remains unsolved and what could be added to further enhance the project will also be discussed.

1.4 Key Terms

Game AI - Artificial intelligence in video games.

Agent – An object in the game that is controlled by the AI system.

Chapter 2: Field Overview

There are quite a few different techniques...

2.1 Section title

The most used technique when … presented in [2]...

A simple FSM illustration can be seen in Figure 1.

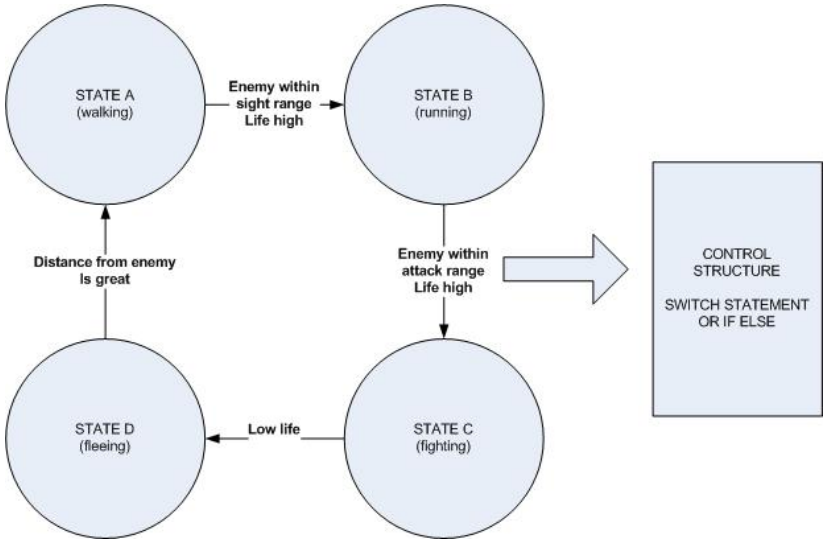

Figure 1. Traditional Finite State Machine with four states

FSMs are most commonly used to …. complex state diagrams [4].

Another aspect...

2.2 Section 2

xxxxxxx

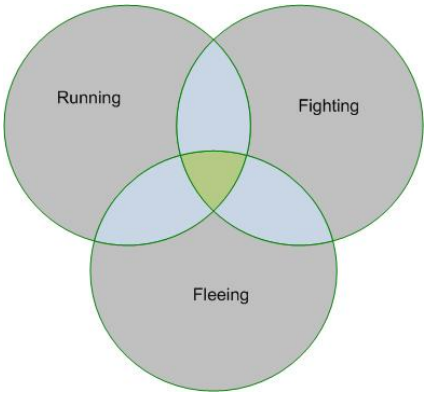

Figure 2. Caption...

The ability to …

The concept of ….

2.3 Section

3.2.1 Subsection

Another…

Sub-sub-section

Sub-sub-section text…

Chapter 3: Technical details of the work

3.1 Overview

Text...

Chapter 4: Experiments

4.1 Setup…

Text..

Chapter 5: Analysis of Results

5.1 Section

Text…

5.2 Section

Text…

Snippet:

```
static int uiInitialize(int argc, char **argv);
static int uiMainLoop();
static void display();
static void reshape();
static void Init();
static void resetView();
static void idleFunc();
static void createMenu(void);
static void menu(int value);
```

Chapter 6: Conclusions

6.1 Here…

Conclude…

Chapter 7: Future Work

Ideas….

References

1. *"Title"* by Author, Springer Verlag, Berlin, 1998.
2. *"Another Title"* by Another Author, Another Publisher, Located, Year.