A BROWSER BASED GRAPHICAL ROLE PLAYING GAME WITH ARTIFICIALLY INTELLIGENT CHARACTERS AND MULTIPLAYER CAPABILITIES

Prepared by: Rumesh Kumar A/l Machap

ABSTRACT

This browser based game will allow players to build their character online to pit for the ultimate match against other players in a graphical manner. The players would have to create a player and make them more and more powerful by gaining points earned from experience. The author would create this online world by utilizing Macromedia Flash MX as the front end and game engine whilst utilizing XML sockets to enable multiplayer capabilities. The A* algorithm and other AI algorithms would be used to simulate natural movements and path finding techniques of the players monsters and also the interactions between computer characters. The author would like to create a graphical game as opposed to the many online text based games and also to create a game that would capture the minds of players to times end.

B.SC. (HONS) IN COMPUTER SCIENCE