



Gameplay development, AI behavior for crowd panic game

6 Months Graduate Internship

Project Description

The internship is part of a project with the aim of creating crowd behaviors and more precisely panic behaviors. The project is about the development of a convincing demo that will allow us to look for financial aid and to publish it as Live game (XBLA, PSN, *etc.*). The project depends on numerous technologies developed by SpirOps and it will be mostly AI centered.

Topic Description

The internship is about completing the demo and putting in place panic behaviors for various type of crowds. This will include the development in C++ of the gameplay and the design of convincing behaviors thanks to SpirOpsAI. The work will be done in collaboration with a gamedesigner and with the help of SpirOps' team.

Internship Description

The internship will take place within our R&D team, localized in a warm and friendly open space of the 11th district of Paris. The payment is about 400 euros monthly, with the prospect of joining the team in a fixed term contract, rolling contract or a PhD thesis, based on the motivations and qualities shown during the internship. Applications can be sent to contact@spirops.com.

Keywords

Artificial Intelligence, Serious Game, Behaviors, Crowd simulation, Perceptions, C++