CS 4100/5100: Artificial Intelligence

Concept Pitch

DUE: March 15, 2013, 11:45am

[Presentation will also be delivered in class March 15th]

The project should be a 4-5 person group project. You are free to develop a project around an AI problem, similar to the problems discussed in class, such as developing an Game NPC character for an RTS game or RPG game, Natural Language processing for a chatter bots, emotion recognition, analytics, cognitive architectures integrating memory or attention, etc.
You can use algorithms discussed in class, such as planning, logic, rule-based systems, search algorithms, machine learning, etc.

You should develop a presentation and a document that discusses the following:

- **Basic Info:** Team Name
- **Title of Project**
- **Overview of Project:** What problem do you want to solve, or what question do you want to answer?
- **Previous research:** what other approaches or algorithms that have been used before to solve this problem?
- **Draft of the Idea:** what is the general approach or idea. Try to map it out as much as you can at this point, perhaps in an architectural diagram. Develop prototypes of the sub-problems.
- **Development Plan:** detailed plan of when and how you will reach your milestones and release date, what are the major risks you see. Discuss the expertise of your team and how you will work together
- **How do you know you are done?** Discuss assessment and evaluation protocols you plan to use to know if you reached a solution
- **What tools will you use and why?** Programming languages, libraries, etc.

**What to submit:**
- 5-min Presentation covering the points above
- A document outlining content for all the topics above.

**How to submit:** send materials by email to magy@neu.edu and batelu.d@husky.neu.edu
Put as the subject [AI Project]