

## **The Chronicles of Ragg Abstract**

The Chronicles of Ragg strives to be a single player role-playing game for the PlayStation 4 with realistic AI. The game focuses on creating the best experience for the player by immersing the player in an accurate feel for what the medieval era look liked and how people acted. Through the use of behavior trees and queues, we achieve the realistic task system that is associated with AI. With historically accurate sleep and meal cycles, we also gain a more precise picture of what the world what of felt like. The non-player characters even respond in correct manners through dynamic dialogue that is based on what is currently going on, and the responses are meant to be as accurate to realistic conversations as possible. Through the research for what the area should look like in keep with historical accuracies, The Chronicles of Ragg also hopes to immerse the player in the game. The Chronicles of Ragg is based on the book the Chronicles of Ragg by my father, Bob Flanagan. Keeping true to the storyline we hope that the player experiences what it would have been like to live in the fantasy world that is described in great detail in the book. The player plays as Ragg the main protagonist in the book and journeys through the world doing various quests and interacting with all sorts of people, ranging from soldiers to farmers, to a Lord, to the homeless.