I have 2 options.
RT AI systems is the same thing as RTSS systems
& I can simply attempt to solve some type of RTAI
problem, OR RTSS is solution to particular users of
RTAI systems. Propose RTSS as solution.

Rose: Study & Analyze Real-time
Systems & the Concepts / Theories
that make them work.

Revise Plans with Current Systems,
Concepts & Theories

Now: Introduce Real-Time Strategy
Systems as a Solution to Problems
that exist in Current Real-time
Systems & Real-time AI.

1st Step: Real-time AI Systems are Recognized
t & discussed throughout the AAAI.
Here, Various AI methods merge
with Real-time Systems, to form
Real-time AI. (Research in this area
is still in its infancy stage.)
AI embedded into Real-time system
t & fixed to meet deadlines. Note:
AI Applications are known to take
large amounts of time to reach conclusions,
but often can arrive at an acceptable
Conclusion in a short time if needed.

Revise Plans with Current Philosophy
of Real-Time AI Systems

Revise Challenges that lay before the development
of Real-Time AI Systems.
Introduction RTS System Framework

RTS System, an RTS System can be built to solve certain types of problems. Examples: Civil, Industrial, defense, entertainment.

Q: How is RTAI & Real Time Strategy different?

A: Argue that since so many challenges make the implementation of RTAI presently impossible. Complete autonomy of a real-time system is not currently feasible (quote) due to safety, liability, & other reasons (quote general)

A Good Idea

A better approach would be to develop a new real-time system that uses AI mechanisms such as agents and a human controller in making strategic decisions. (General)

A good example of this would be 2-player Co-op (shared first) where 1 player is actually AI. AI could prompt human to make executive decisions, human can easily make low level/high level adjustments or enable or disable AI agents.

Quote: The Challenge of RTAI Area
The human executive would make sure that systems are running correctly from a human perspective, create new creative plans, handle or oversee the recovery of problem states (routine or new), reduce potential for disaster, recognize patterns in ways that Computational Neural Networks cannot.

In many ways, human thought processes are still superior to that of computers. Take the game 'Go' for instance. Or, how about any real-time strategy game. In RTS games, a computer opponent (AI) is limited to pre-programmed strategies where a human, once they understand the game, can learn new strategies, quickly learn from experience, and develop creative ideas. That AI is incapable to cope with.

The implementation of RTS systems would ensure rapid growth in the industry. It would benefit from game development & guide sales. It would also introduce AI to Real-time Enterprise Systems & working. Set people comfortable with AI.
The substantial profit gained could stimulate
further research in fully automated
real-time AI systems and other
areas of AI in general.

Start simple. Deploy on a PC.
- Small system = small
  risk.

Grow from success.

- Basic: Adding a human to RTAS system
- Make up for AI shortcomings.

Outline:
Scientific: Explain conceptually, how
this real-time strategy system
would work. Use game examples.
Real examples in industry
(2 battlefield examples in research)

Note: This goal satisfies project requirements.