Abstract

Computer games are an increasingly popular application for Artificial Intelligence (AI) research. This paper discusses some of the most interesting components and challenges faced by developers in designing and creation of a game based on artificial intelligence. Game AI provides players a richer gaming experience by going beyond scripted interactions, responsive interaction systems that are adaptive and intelligent.

References

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Index Terms

Computer Science

Artificial Intelligence

Keywords

FSM (Finite State Machines), NPC (Non-Player Character), TBS (Turn Based Strategy), RTS (Real Time Strategy)