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Programming Game Ai By Example

Programming Game AI by Example provides a comprehensive and practical introduction to the “bread and butter” AI techniques used by the game development industry, leading the reader through the process of designing, programming, and implementing intelligent agents for action games using the C++ programming language.

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techniques used by the game development industry, leading the reader through the process of designing, programming, and implementing intelligent agents for action games using the C++ programming language. Techniques covered include state- and goal-based behavior, inter-agent communication, individual and group steering behaviors, team AI, graph theory, search, path planning and ...

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AI. AI. AI. Dijkstra's algorithm searches by minimizing the cost of the path so far. It can be improved...

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Programming Game AI by Example. Algorithms. Implementing AI at the team level in addition to the player level creates what is known as tieredAI. This type of AI is used in all sorts of computer games.

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One of the first examples of AI is the computerized game of Nim made in 1951 and published in 1952. Despite being advanced technology in the year it was made, 20 years before Pong, the game took the form of a relatively small box and was able to regularly win games even against highly skilled players of the game.

Artificial intelligence in video games - Wikipedia

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