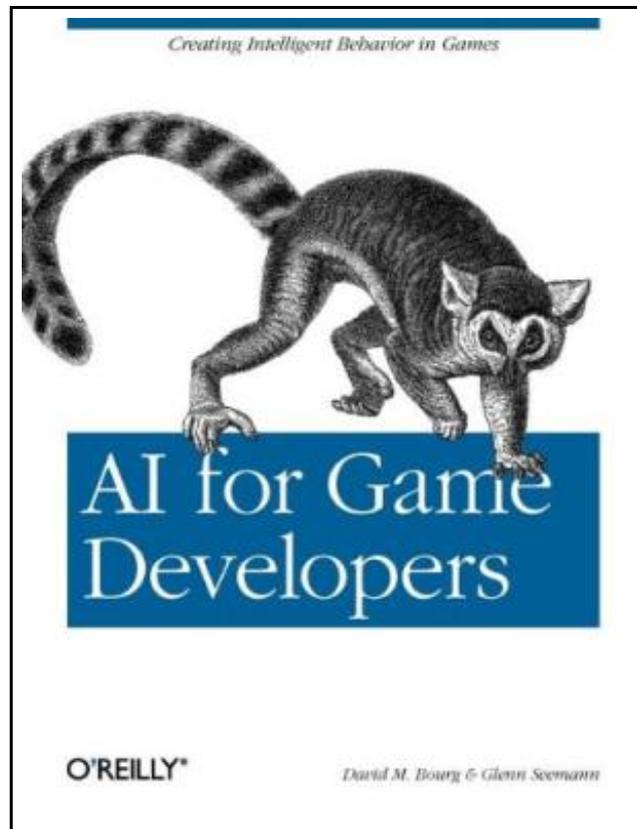# AI for Game Developers

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O'Reilly Media, Inc, USA. Paperback. Book Condition: new. BRAND NEW, AI for Game Developers, David M. Bourg, Glenn Seemann, Advances in 3D visualization and physics-based simulation technology make it possible for game developers to create compelling, visually immersive gaming environments that were only dreamed of years ago. But today's game players have grown in sophistication along with the games they play. It's no longer enough to wow your players with dazzling graphics; the next step in creating even more immersive games is improved artificial intelligence, or AI. Fortunately, advanced AI game techniques are within the grasp of every game developer--not just those who dedicate their careers to AI. If you're new to game programming or if you're an experienced game programmer who needs to get up to speed quickly on AI techniques, you'll find AI for Game Developers to be the perfect starting point for understanding and applying AI techniques to your games. Written for the novice AI programmer, AI for Game Developers introduces you to techniques such as finite state machines, fuzzy logic, neural networks, and many others, in straightforward, easy-to-understand language, supported with code samples throughout the entire book (written in C/C++). From basic techniques such as chasing and evading, pattern movement, and flocking to genetic algorithms, the book presents a mix of deterministic (traditional) and non-deterministic (newer) AI techniques aimed squarely at beginners AI developers. Other topics covered in the book include: * Potential function based movements: a technique that handles chasing, evading swarming, and collision avoidance simultaneously * Basic pathfinding and waypoints, including an entire chapter devoted to the A* pathfinding algorithm * AI scripting * Rule-based AI: learn about variants other than fuzzy logic and finite state machines * Basic probability * Bayesian techniques Unlike other books on the subject, AI for Game Developers doesn't...

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