Record Nr. UNINA9910466685703321 Game Al pro 3: collected wisdom of game Al professionals / / edited Titolo by Steve Rabin Pubbl/distr/stampa Boca Raton, FL:,: CRC Press, an imprint of A K Peters/CRC Press,, 2017 **ISBN** 1-351-64774-1 1-315-15170-7 1-4987-4259-9 Edizione [First edition.] Descrizione fisica 1 online resource (541 pages): illustrations Disciplina 794.8/1526 Computer games - Programming Soggetti Computer games - Design Artificial intelligence Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di bibliografia Includes bibliographical references and index. Nota di contenuto section I General Wisdom -- chapter 1 The Illusion of Intelligence / Steve Rabin -- chapter 2 Creating the Past, Present, and Future with Random Walks / John Manslow -- chapter 3 Logging Visualization in FINAL FANTASY XV / Matthew W. Johnson -- chapter 4 What You See Is Not What You Get / Baylor Wetzel -- chapter 5 Six Factory System Tricks for Extensibility and Library Reuse / Kevin Dill -- chapter 6 Debugging AI with Instant In-Game Scrubbing / David Young -chapter 7 But, It Worked on My Machine! How to Build Robust Al for Your Game / Sergio Ocio Barriales -- section II Architecture -- chapter 8 Modular AI / Kevin Dill -- chapter 9 Overcoming Pitfalls in Behavior Tree Design / Anthony Francis -- chapter 10 From Behavior to

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Game AI Pro3: Collected Wisdom of Game AI Professionals presents state-of-the-art tips, tricks, and techniques drawn from developers of shipped commercial games as well as some of the best-known academics in the field. This book acts as a toolbox of proven techniques coupled with the newest advances in game AI. These techniques can be applied to almost any game and include topics such as behavior trees, utility theory, path planning, character behavior, and tactical reasoning.