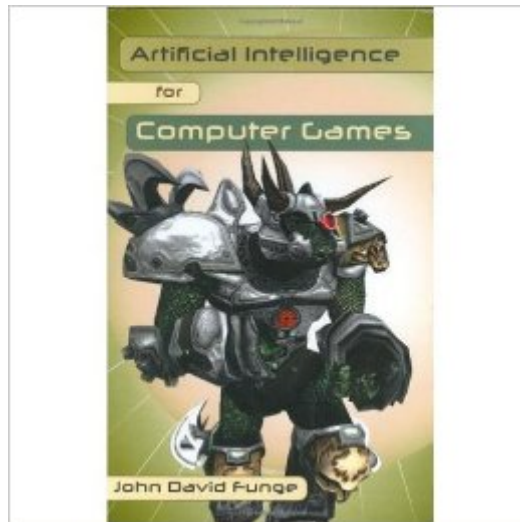# Artificial Intelligence For Computer Games: An Introduction

Synopsis

Learn to make games that are more fun and engaging! Building on fundamental principles of Artificial Intelligence, Funge explains how to create Non-Player Characters (NPCs) with progressively more sophisticated capabilities. Starting with the basic capability of acting in the game world, the book explains how to develop NPCs who can perceive, remember what they perceive, and then continue in the game play to think about the effects of possible actions, and finally learn from their experience. Funge considers the system architecture and explains how to implement potential behaviors (both reactive and deliberate) for intelligent and responsive NPCs allowing for games that are more fun and engaging. Emphasizing enduring design principles, Funge covers the basics of Game AI and provides a clear, easy to read introduction that beginning programmers and game designers will enjoy.

Book Information

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Customer Reviews

The first thing I noticed when I got it up was how thin it was. It reminded me of the small reference O'reilly books. Props for having a hardcover though. I think that it is really called "Artificial Intelligence for Computer Game An Introduction", but you would only know that by seeing it on the first page as that isn't on the cover, side or back.Before getting into the book I have to mention the code. You get your first glimpse of code on page seventeen where a class header is shown. The class name is tgGameState. Any guess what "tg" stands for? Neither do I. He tries to save on space by having functions with partial words like "inline getNumCharacters()", but the follows it with a

pointless comment // Get the number of characters. In appendix B (Programming) it says that code is written to be as easy to understand as possible and is therefore not that efficient. If he had wanted to go for readability he would have expanded the function names, removed the pointless comment, and ditched all the inlines and not of even mentioned the constructor, deconstructor (which aren't defined in the book anyway) etc. It would have been much better to use sudo code.Onto the actual book. My mention of the reference O'reilly books wasn't just to point out the size. This book really does feel like a jumping off point for AI in computer games. topics are briefly mentioned, but never really gone into depth and to make it sound complicated greek symbols are used when showing a formula. I would have appreciated five or six footnotes per pages telling where to get more information, but most of the time there wasn't (but there was a lot in the back). The first two chapters where more of a crash course in game design.

Swift Artificial Intelligence: Made Easy, w/ Essential Programming; Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine Learning & Data Structures (Artificial Intelligence Series) Artificial Intelligence for Computer Games: An Introduction Adaptation in Natural and Artificial Systems: An Introductory Analysis with Applications to Biology, Control, and Artificial Intelligence Advances in Artificial Intelligence: Theories, Models, and Applications: 6th Hellenic Conference on AI, SETN 2010, Athens, Greece, May 4-7, 2010. Proceedings (Lecture Notes in Computer Science) Inseminacion artificial en caprinos/ Artificial insemination in goats (Spanish Edition) Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More Communicating With Intelligence: Writing and Briefing in the Intelligence and National Security Communities (Security and Professional Intelligence Education Series) Essentials of Game Theory: A Concise, Multidisciplinary Introduction (Synthesis Lectures on Artificial Intelligence and Machine Learning) HACKING: Beginner's Crash Course - Essential Guide to Practical: Computer Hacking, Hacking for Beginners, & Penetration Testing (Computer Systems, Computer Programming, Computer Science Book 1) Robots Are People Too: How Siri, Google Car, and Artificial Intelligence Will Force Us to Change Our Laws In Our Own Image: Savior or Destroyer? The History and Future of Artificial Intelligence Java Programming Box Set: Programming, Master's Handbook & Artificial Intelligence Made Easy; Code, Data Science, Automation, problem solving, Data Structures & Algorithms (CodeWell Box Sets) Ruby Programming Box Set: Programming, Master's Handbook & Artificial Intelligence Made Easy;

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