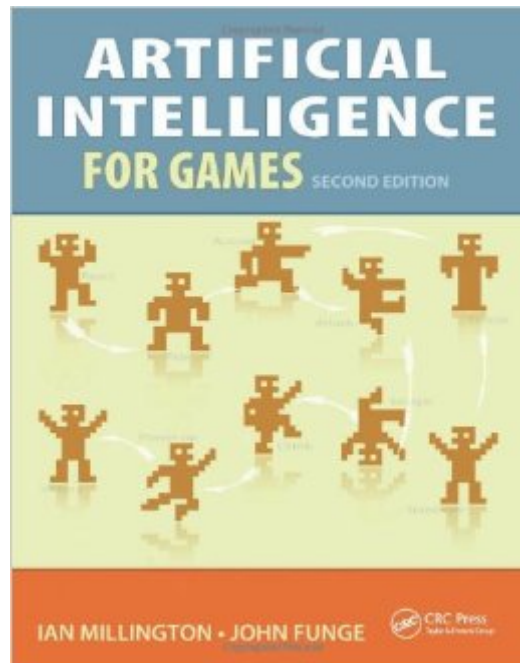The book was found

# Artificial Intelligence For Games

## Synopsis

Creating robust artificial intelligence is one of the greatest challenges for game developers, yet the commercial success of a game is often dependent upon the quality of the AI. In this book, Ian Millington brings extensive professional experience to the problem of improving the quality of AI in games. He describes numerous examples from real games and explores the underlying ideas through detailed case studies. He goes further to introduce many techniques little used by developers today. The book's associated web site contains a library of C++ source code and demonstration programs, and a complete commercial source code library of AI algorithms and techniques."Artificial Intelligence for Games - 2nd edition" will be highly useful to academics teaching courses on game AI, in that it includes exercises with each chapter. It will also include new and expanded coverage of the following: AI-oriented gameplay; Behavior driven AI; Casual games (puzzle games).

## Book Information

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## Customer Reviews

The vast majority of software development books, whether it be for line-of-business app dev or game development, seem to have little to no information that can be found via a casual internet search.This book is one of the few exceptions. There is a refreshing breadth and depth of game AI knowledge in this book that has been of tremendous help. Unlike the common "Gems" series of books, this book contains enough information on nearly every topic for the reader to build a 'ground up' implementation of their own.My only complaints are that the pseudocode seems to be overly

simplified and not as easily converted to a concrete implementation as I'd like, and that even for a book on game-specific AI implementations, the authors seem to enjoy a bit more of an academic/idealized approach to the design. That might be less bothersome to a professional game developer, but I'm at the hobbyist/indie level, and sometimes need a quick-and-dirty implementation before I begin to really understand what's going on.Having said that, I was able to use the book to learn about and implement goal-oriented action planning, fast and flexible A* path finding (with additional info on modified funnel algorithm online), and several other critical components.I would absolutely recommend this book.

The one-star is for the Kindle version. Don't buy it. "Print Replica" means it's a lousy DRM'd PDF file. There's no resizing of text, and if you like reading in landscape mode, it's pretty ridiculous.

Artificial Intelligence for Games by Ian Millington and John Funge covers lots of topics but is mainly designed to help the reader to master one element of game development which is artificial intelligence (AI). The book covers a wide range of techniques for game AI including detailed explanations of AI algorithms, their purpose and usage.As I have learnt from this book, artificial intelligence is about making computers able to perform some thinking tasks that human and animals are capable of. This includes superhuman abilities in solving many arithmetic, sorting, searching and decision making problems. This book shows how it can be achieved revealing a range of techniques to the reader.The book is split into five parts: introduction for AI in games, the substance of the AI (movement, pathfinding, decision making, tactical and strategic reasoning, learning), technologies and ways of implementation that enable the AI to do its job and finally designing game AI.I think this book could be aimed at a wide range of readers but is most suitable for those looking for solid understanding of game AI and comprehensive reference to techniques used in top studios. The book helps to gain a deep and thorough view on modeling complex emotional states, triggers, and behaviors. To get the most from the book, you have to manage some time to read it and to understand its contents. If you need a quick AI solutions repository you should probably find another book related to a particular technology or computer language.The book is associated with a website that contains a library of C++ source code covering the techniques found in the book. Hopefully the C++ code used in samples is relatively easy to read and includes many comments. There are also demonstration programs compiled as EXE files.Besides many technical solutions to AI related issues I have also learnt from this book a few high-level things. For instance I have learnt that creating good AI is all about matching the right behaviors to the right algorithms and that often, a

very simple technique used well can have better results then implementing complex the AI in the game.This book is an open minder or a view broadener on many aspects related to the AI in games. It can also serve as a great example of good analysis, desing and prototyping examples of more or less complex algorithms which are about to use in specific projects. This is a very valuable title for any computer science professional dealing with Artificial Intelligence (for games).

I've glanced through a number of game AI books, and this one really stood out. After purchasing it and digging in much deeper, I am immensely glad I did.One of the features that I like the most about this book is the extensive use of good written descriptions and pseudo code, rather than shoving fragments of somewhat understandable c++ code down your throat. They have code associated with the book - it's really too light to be immediately usable, and not all chapters in the book have example snippets, but the descriptive text has generally been more than sufficient to help you develop the algorithms on your own.The authors also make some reference to games in industry and AI mechanisms, but rather than using it in a name dropping, cataloging sort of frame, they often explain why of the choices, and the benefits and drawbacks associated with the game and AI mechanism choices.While I'm only focusing on a few chapters right now, I expect this book to be an excellent long term reference work on the field for me.

This is the first book that I've purchased on this subject. I found it to be very comprehensive, covering many areas of AI but with enough depth to make it practical for my application. My interest is in combat modeling, not necessarily gaming, so I was pleasantly surprised by the overall combat theme that ran throughout much of the book as well as the many useful combat-related examples. However, I would like to have seen a longer section on the topic of fuzzy logic; though it did give me enough information to understand its value in combat decision-making which encouraged me to expand to other books devoted entirely to fuzzy logic.

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