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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 tiered AI. This type of AI is used in all sorts of computer games. You will often find tiered AI in real-time strategy (RTS) games where the enemy AI is commonly implemented in several layers at, say, the unit, troop, and commander levels.

Programming Game AI by Example | CodingArc

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. 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 Game Programming Wisdom 3; AI Game Programming Wisdom 4; Artificial Intelligence: A Modern Approach - this is one of the standard texts for anyone wanting to understand the general field of artificial intelligence. This is not a game-specific book, and it can be dense in places, but it gives an unrivalled overview of the area and teaches the ...

The Total Beginner's Guide to Game AI - Artificial ...

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Programming Game AI By Example : Mat Buckland : 9781556220784

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