Programming Game AI by Example

Mat Buckland

Programming Game AI by Example

Mat Buckland

Programming Game AI by Example Mat Buckland
Techniques covered: state- and goal-based behavior inter-agent communication individual and group steering behaviors team AI graph theory search path planning and optimization triggers scripting scripted finite state machines perceptual modeling goal eva

Programming Game AI by Example Details

Date   : Published September 30th 2004 by Jones & Bartlett Publishers
ISBN   : 9781556220784
Author : Mat Buckland
Format : Paperback 495 pages
Genre   : Computer Science, Programming, Science, Artificial Intelligence, Reference, Nonfiction

⬇ **Download** Programming Game AI by Example ...pdf

▤ **Read Online** Programming Game AI by Example ...pdf

Download and Read Free Online Programming Game AI by Example Mat Buckland

From Reader Review Programming Game AI by Example for online ebook

Kory says

Good overall reference for game AI, though the examples work correctly there are some issues with getting code to run (mostly in setting some things up), but I think that's due to the code being not up to date. Considering the book is 12 years old, a newer edition might be good, but not really necessary.

Personal preference of mine is working through projects and building from the ground up, which isn't really something this book does it's more about explaining the concepts and how it was implemented in the example code.

AngryKarl says

V po?íta?ové sfé?e není moc odv?tví, kde m?že být šest let stará knížka naprosto aktuální (tak jako to je v oboru AI). P?ed ?tením jsem nem?l s AI žádné zkušenosti, knížka m? nenásiln? uvedla do základ? goal-driven development, path finding atd. Fuzzy logic sice zn?lo zajímav?, nakonec jsem ho p?esko?il, pá? tohle stejn? nikdy programovat nebudu :-) Doporu?uji všem, kdo cht?jí pochytit (naprosté) základy um?lé inteligence, tedy alespo? té zam??ené na po?íta?ové hry.

Andrew Varnerin says

Great theory and descriptions, a bit too tied to the programming language for my liking - many patterns that exist and are used in C++ simply aren't relevant or needed in other languages. Luckily very little of the design is based around the implementation language.

Elias Daler says

Ah, what a wonderful book! Even if you've never done AI programming before, you'll be writing your first simple algorithms in a short time when you'll start reading this book. It shows you how to implement lots of different algorithms and even shows you how to make a small shooter with bots!

The only problem with this book is that it was written a long time ago, so its C++ code is not the best, but it's still very readable and well-written for C++03.

Omar Elkhafif says

Very good book about using ai in your game.

If you are a novice game developer and shocked by the "Game AI" every one is talking about. then you should read this book

You would discover that real AI is rarely used in games and mostly game AI is how to create an illusion to make the player feel that he is facing an actual enemy

This book requires hard work and lots of practice

Trimikha Valentius says

Recommended by a friend to read this when i was looking for a reference to develop a simple AI for a game project. This books contains a good real life application of AI for game development, it start with a simple math formula to calculate direction (Trigonometry) to more advanced AI technique like pathfinding.

I recommend this book to those who are looking for a more practical use of AI especially in game development.

///

Dapat rekomendasi dari teman ketika saya mencari buku referensi untuk mendevelop AI sederhana untuk sebuah projek game. Di buku ini terdapat beberapa contoh aplikasi AI untuk game development, dari rumus matematika sederhana untuk menghitung arah (Trigonometri) sampai tehnik AI yang lebih rumit seperti Pathfinding.

Saya merekomendasikan buku ini untuk yang sedang mencari contoh penggunaan AI yang lebih praktikal, terutama dalam mendevelop sebuah game.