



Artificial Intelligence for Games

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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).

Artificial Intelligence for Games Details

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Author : Ian Millington , John Funge

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From Reader Review Artificial Intelligence for Games for online ebook

Frank Palardy says

This is a large comprehensive book but it doesn't explain difficult things well enough.

Adil Raja says

Just finished skimming this wonderful book. I say I skimmed it since I read parts of it in detail, whereas I could only eye other parts of it. There were things in it that I knew before and I read them curiously. There were things in it that I knew before and I didn't read them thinking that my versions of concepts were well formed.

There were things in it that I did not know and I read them eagerly. There were things in it that I did not know before and I deferred reading them for a better day.

The writers have done a great job at explaining what goes in developing artificial intelligence (AI) for games. Algorithms for pathfinding, movement, decision making, and strategy are really profound and interesting. Why and when we need each of the feats is also explained pretty well.

However, the reader begins to put everything in context when he reaches the twelfth chapter. Here only realizes in a systematic way that what really goes in developing AI for games. Rest of the earlier stuff begins to make sense.

So the best way to read this book is to skim it up to the twelfth chapter in a first pass. Once you have reached there, you would have to make some connections with the dots. Dots are always connected backward, so start reading it back again, and you will find it quite awe-inspiring.

I call it wonderful because it indeed is quite wonderful. And quite insightful as well!

Chris Proctor says

Easy to follow, industry standard AI programming. Recommended!

Ken Poirier says

This is by far one of the most comprehensive books on Practical Artificial Intelligence and I have read many. If you have a strong foundation in programming, this book will take you very far.

David Hunter says

Extremely helpful and very readable .

Chris Maguire says

Reading this book straight through was a slog; however, when I got to the end and read about the different game genres and their uses of AI I was happy to recognize most of the different techniques by name and to know something about them.

I feel that this book was a worthwhile investment. I feel more confident moving on to other AI books. I also have a reference that I can come back to with confidence should I need it.

I didn't read any of the C++ examples as don't much know C++ and don't particularly want to learn more just yet.

Adrián Sánchez says

Más que un libro sobre Inteligencia Artificial es un compendio que posee un conjunto de técnicas aplicadas para diversos casos en donde se necesita que un objeto responda automáticamente a los estímulos que se le presentan en el juego, con esto me di cuenta de que la Inteligencia Artificial no se trata solamente de hacer que un objeto "actúe" inteligentemente sino que es apenas una de las características, existen muchas más y están descritas en su mayoría en este libro.

El libro presenta algoritmos en pseudocódigo para la variedad de casos expuestos, una explicación bastante detallada de este y sus usos en juegos populares, pienso que una sola leída aunque sirve para tener una idea de lo que existe en la inteligencia artificial no es suficiente para dominar el conocimiento y que es necesaria la práctica constante para entender, probablemente sea material como por lo menos para un curso de un año sobre Inteligencia Artificial, también es importante conocer sobre grafos y varios métodos de búsqueda porque son bastante usados en los algoritmos que presentan.
