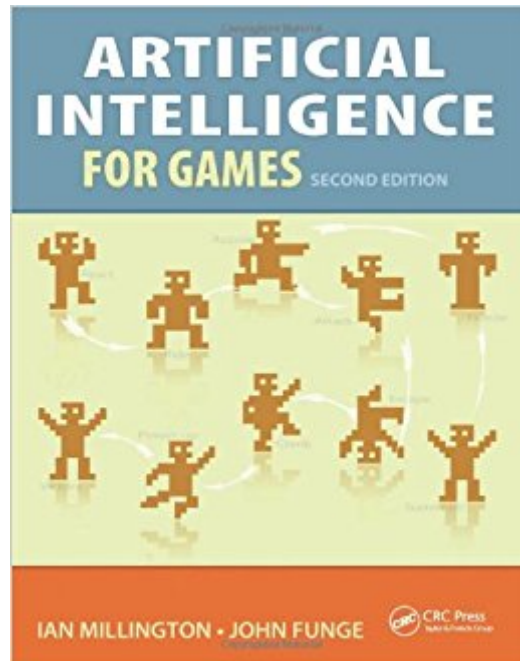




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Artificial Intelligence For Games



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

"Ian Millington's book is a comprehensive reference to the most widely used techniques in game AI today. Any game developer working on AI will learn something from this book, and game producers should make sure their AI programmers have a copy." -Dr. Ian Lane Davis, Mad Doc Software

Ian Millington is a partner of IPR Ventures, a consulting company developing next-generation AI technologies for entertainment, modeling, and simulation. Previously he founded Mindlathe Ltd, the

largest specialist AI middleware company in computer games, working with on a huge range of game genres and technologies. He has a long background in AI, including PhD research in complexity theory and natural computing. He has published academic and professional papers and articles on topics ranging from paleontology to hypertext.

I got this book a few weeks ago, and have just finished reading it cover to cover. It was well worth it. The book is well-written and understandable, and full of practical advice and real industry examples. Unlike most other AI books I've read, this one gives the impression of someone with real-world experience, looking over your shoulder and pointing out the pros and cons of each approach. In some cases, this means choosing a simpler (and more limited) technique over a fancier one. I have a couple of small gripes with the book: the pseudocode contains a number of errors (e.g., an incorrect sign or off-by-one error), and the section on neural networks failed to fully convey how useless these really are. But on the whole, it was a great read, with real value on every page. If you're thinking about writing AI for any game, you should start with this book.

Comprehensive overview. Very useful to get started in the field, but quickly went over my head!

Very Good book, it's a complete review to all alternatives to build an AI Engine for Games. If you need a robust introduction to AI and Games this book it's a good start point.

This book is an absolute masterpiece. It contains almost every simple and (surprisingly) almost every complex AI concept used in modern games. For my own game, I was able to pick it up and read through several sections and already have an idea on what to do. The license to the source code is very liberal and quite impressive. The book is also exceedingly well written and can read like a novel...if you're not too careful. Take your time. Absorb the meaning of the words and not just the mass of them.

I've been reading this book for a personal project for the last couple months, and it's been everything I hoped it to be -- informative, detailed, and extremely helpful. I'd recommend this book to anybody who is looking to learn more about AI programming, because I've never seen it broken down before with such love for the subject.

Nice reading for a summer :) I'm not willing to implement those, because I'm more focused on web

and data analysis, but the techniques explained here in how to cheat the user are really great and can be applied in the way of thinking when you face a problem in your daily work tasks.

This is a bible about AI. It cover all the techniques you can find in any modern videogame. All the technique came with a pseodo code similar to python so it's easy to translate to python, c++, c# java. It a must for every game programmer in the AI area.

Dude it is maybe the most comprehensive book for AI to start with. If you already know one OOP language like C# it is a win win scenario since the examples there can be easily transferred.

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