

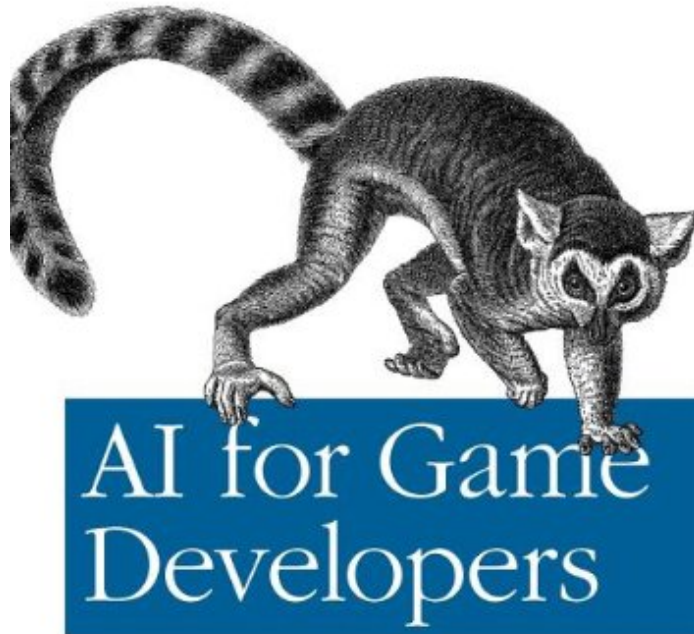
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AI for Game Developers: Creating Intelligent Behavior in Games

David M. Bourg, Glenn Seemann

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Creating Intelligent Behavior in Games



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David M. Bourg, Glenn Seemann : AI for Game Developers: Creating Intelligent Behavior in Games before purchasing it in order to gage whether or not it would be worth my time, and all praised AI for Game Developers: Creating Intelligent Behavior in Games:

0 of 0 people found the following review helpful. A Good, Accessible BookBy Stuart SteeleThis book introduces the reader to three key AI programming ideas, broadly, movement, pathfinding, and decision making.The movement section covers intercepting and following, pathfinding provides a lot of good practical information on problems and algorithms to solve them, and the decision making section provides a good introduction to genetic algorithms, neural nets and fuzzy logic, topics which are hard to study abstractly on one's own time (at least for me.)There are lots of code examples, and the math is accessible to anyone who at least suffered through high school calculus, regardless of

whether any useful memory remains :). The intent of the code is explained after the code snippets, which is an excellent and thoughtful addition to such a book, since so many authors write code snippets, and force the reader to thoroughly understand them in order not to miss important points in the work, even though the reader may have no intention of ever actually implementing that code, and as a result, would rather not laboriously dissect tens or hundreds of code snippets in order to understand the full work.³⁴ of 39 people found the following review helpful. Intelligent agents should steer clear from this book
By Riccardo Audano
Terrible and useless even for a book on AI for budding game developers. The theory and explanations in this book are sometimes decent but more often than not quite lacking. (es: in one of the first chapter the author uses Bresenham algorithm without taking the time to explain it). The use of tile based examples introduce unnecessary overhead, and the continuous attempts to introduce physics related code and references to the author's other book on game physics are just plain annoying. The range of subjects covered is very broad (chasing and evading, pathfinding, emergent behaviours, rule based reasoning, bayesian networks, neural networks, fuzzy logic, finite state machines, genetic algorithms), definitely too broad to treat each of these subject in decent depth and with clarity. Example code is of low quality and just superficially object-oriented. If you are looking for a decent introduction to game AI I recommend Matt Buckland "Programming Game AI by Example" and "AI Techniques for Game Programming".⁰ of 0 people found the following review helpful. Five Stars
By Joe
Great item and shipping

Advances in 3D visualization and physics-based simulation technology make it possible for game developers to create compelling, visually immersive gaming environments that were only dreamed of years ago. But today's game players have grown in sophistication along with the games they play. It's no longer enough to wow your players with dazzling graphics; the next step in creating even more immersive games is improved artificial intelligence, or AI. Fortunately, advanced AI game techniques are within the grasp of every game developer--not just those who dedicate their careers to AI. If you're new to game programming or if you're an experienced game programmer who needs to get up to speed quickly on AI techniques, you'll find AI for Game Developers to be the perfect starting point for understanding and applying AI techniques to your games. Written for the novice AI programmer, AI for Game Developers introduces you to techniques such as finite state machines, fuzzy logic, neural networks, and many others, in straightforward, easy-to-understand language, supported with code samples throughout the entire book (written in C/C++). From basic techniques such as chasing and evading, pattern movement, and flocking to genetic algorithms, the book presents a mix of deterministic (traditional) and non-deterministic (newer) AI techniques aimed squarely at beginners AI developers. Other topics covered in the book include: Potential function based movements: a technique that handles chasing, evading swarming, and collision avoidance simultaneously Basic pathfinding and waypoints, including an entire chapter devoted to the A* pathfinding algorithm AI scripting Rule-based AI: learn about variants other than fuzzy logic and finite state machines Basic probability Bayesian techniques Unlike other books on the subject, AI for Game Developers doesn't attempt to cover every aspect of game AI, but to provide you with usable, advanced techniques you can apply to your games right now. If you've wanted to use AI to extend the play-life of your games, make them more challenging, and most importantly, make them more fun, then this book is for you.

About the Author
As a naval architect and marine engineer, David M. Bourg performs computer simulations and develops analysis tools that measure such things as hovercraft performance and the effect of waves on the motion of ships and boats. He teaches at the college level in the areas of ship design, construction and analysis. On occasion, David also lectures at high schools on topics such as naval architecture and software development. In addition to David's practical engineering background, he's professionally involved in computer game development and consulting through his company, Crescent Vision Interactive. Current projects include a massively multiplayer online role-playing game, several Java-based multiplayer games, and the porting of Hasbro's "Breakout" to the Macintosh.