



Programming Game AI By Example (Wordware Game Developers Library)

By Mat Buckland

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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 optimization, triggers, scripting, scripted finite state machines, perceptual modeling, goal evaluation, goal arbitration, and fuzzy logic.

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Editorial Review

From the Inside Flap

"Programming Game AI by Example stands out from the pack by providing industrial-strength solutions to difficult problems, like steering and goal-oriented behavior. Mat guides the reader toward building a foundation robust enough for real games. This book is a must-have for anyone new to the field, and has tips for the seasoned professional as well. I wish I had read it eight years ago!"

---Jeff Orkin, AI architect, Monolith Productions, No One Lives Forever 2 and F.E.A.R

"...a nice combination of a lot of really useful information, put together in a way that doesn't make my brain leak."

---Gareth Lewis, Project leader, Lionhead Studios, Black & White 2

"Each chapter of Mat's book gently introduces the reader to a fundamental game AI technology before expanding the new idea into a fully formed solution replete with extensive code and clearly worded examples. The tone of the book is uncomplicated and accessible to the reader, allowing a novice programmer the opportunity to get to grips with the basics of game AI programming by implementing their own systems direct from theory or expanding upon code examples offered to gain understanding in a sandbox environment. Once individual technologies are fully understood, the book goes on to combine these ideas into several complete game environments allowing the reader to understand the relationships between the interacting systems of an overarching game architecture."

---Mike Ducker, AI programmer, Lionhead Studios, Fable

"Using easy-to-follow and well-described examples, this book shows you how to use most of the techniques professional AI programmers use. A great introduction for the beginner and an excellent reference for the more experienced!"

---Eric Martel, AI programmer, Ubisoft, Far Cry (XBox)

"Programming Game AI by Example is an excellent book for the game programming neophyte, the intermediate programmer, and even the expert - it doesn't hurt to go over familiar ground, does it? The book concisely covers all of the important areas, including basic maths and physics through to graph theory and scripting with Lua, to arm any programmer with the tools needed to create some very sophisticated agent behaviours. Unusually for books of the type, Programming Game AI by Example is solid in its software engineering too, with the example code demonstrating game uses of familiar design patterns. I'd have no qualms about recommending Programming Game AI by Example to any programmer. It's an excellent read and an excellent springboard for ideas."

---Chris Keegan, Technical director, Climax Studios (Solent)

About the Author

Mat Buckland is a freelance programmer and writer. He became interested in AI when he coded Waddington's Monopoly for the ZX Spectrum way back in the '80s, and over the years his passion for making computers "think" has never faded. He is the author of the book *AI Techniques for Game Programming* and the founder of ai-junkie.com, a popular web site that specializes in AI tutorials. He is also a member of the AI Interface Standards Committee and co-hosts the AI round table at the European Game Developers Conference.

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