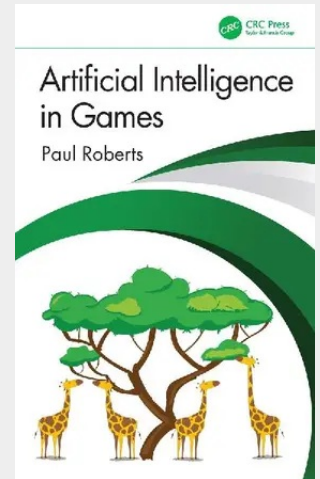


Artificial Intelligence in Games

This book covers all the necessary topics that a professional game AI programmer needs to know, from math and steering behaviours to terrain analysis, pathfinding and decision-making. Written to be easily accessible, each topic is accompanied by an example game that allows the reader to add their own code to see the effects their changes have. Each chapter is split into two parts. The first part covers the necessary theory in a friendly, conversational manner, using visual examples and fictional game scenarios to give additional context. The second part is a coding tutorial in C# for the topic at hand. Each chapter has its own example game available to download, written in C# in the Unity Game Engine. This book will be suitable for students and aspiring games programmers looking to gain a grounding in game AI techniques.

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