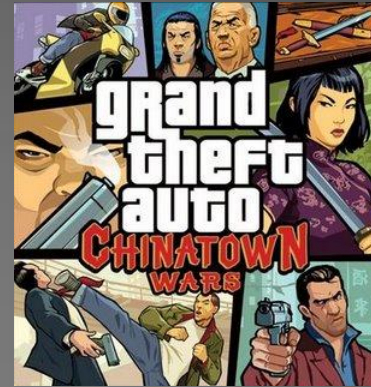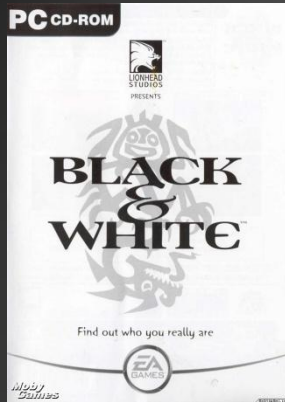# Answering the Designers

Richard Evans
Soren Johnson
Chris Jurney
Brett Laming
Adam Russell
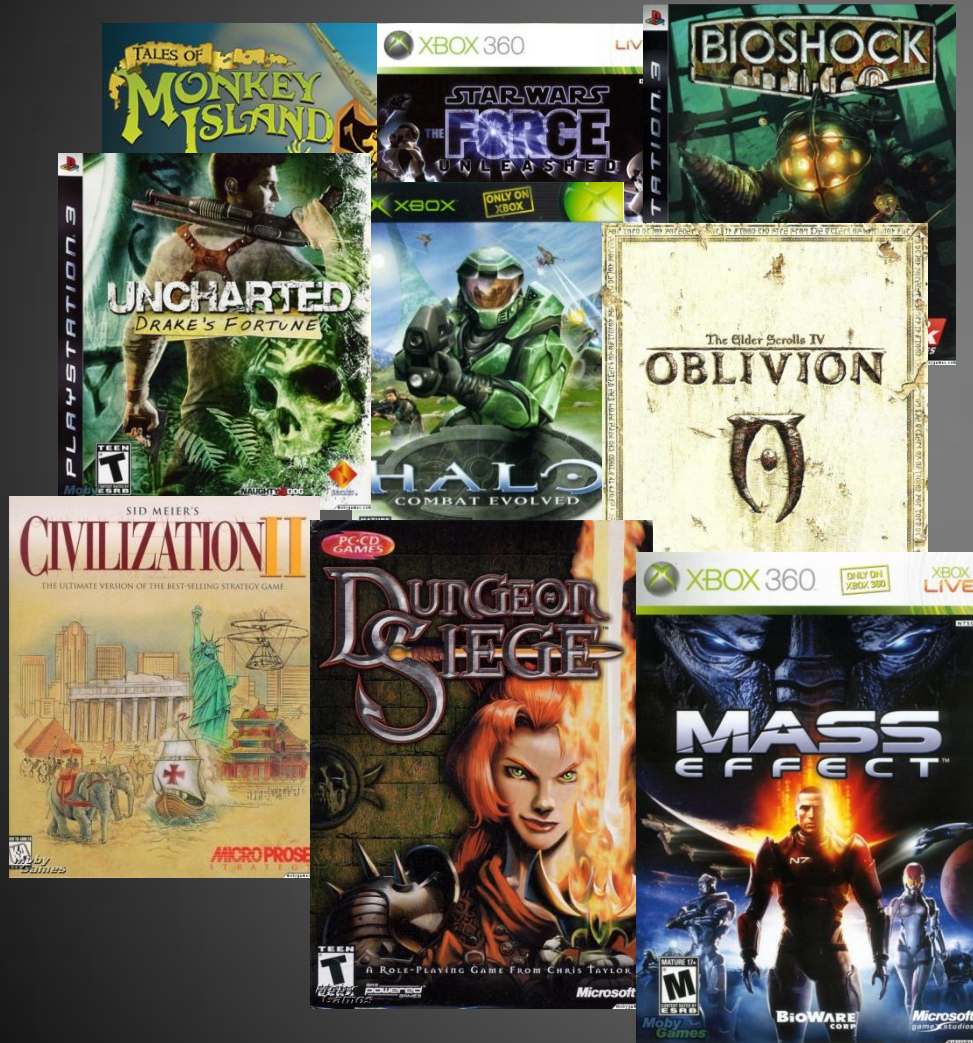
GDC 2010 AI Summit

The AI programmers...

Richard Evans
Soren Johnson
Chris Jurney
Brett Laming
Adam Russell

The game designers...

Adam Bormann
Steve Chen
Jaime Griesemer
Richard Lemarchand
Ken Levine
Mark Nelson
Brian Reynolds
Chris Taylor
Georg Zoeller

Question 1

What limitations are you sick of hearing about from your AI engineers?

Question 2

What can film directors do with a cast + crew of real people that you can only dream of?

Question 3

What areas of your games would you like to enhance with AI where it's not currently used at all?

Crowds / ambient AI

"Have crowds react to events in a way that seems natural and unscripted"

Georg Zoeller

"I really wish we had a richer ambient AI system. […] Most games don't do this particularly well, the illusion is easily broken"

Steven Chen

Improvisation

"take the spirit of an idea and build something from that, improvising yet not making it seem random"

Chris Taylor

"play along, improvise responses, and adjust their script to preserve the drama"

Jaime Griesemer

"the ability to improv: responding vocally, with body language and with actions to anything that happens"

Adam Bormann

Frame time tradeoffs

"How many simultaneously active enemies and allies [...] it never stops being a pain in the butt"

Richard Lemarchand

"We can't devote frametime to 'this'"

Georg Zoeller

"Both scale and fidelity. Usually it is a trade off"

Jaime Griesemer

Build test agent

"The build pipeline on most games really could use one of those movie like AI systems to catch mistakes, correct them and optimize workflow"

Georg Zoeller

"An AI driven version of the player character that can fight opponents or run through the level and log when it finds missing assets, or other problems"

Adam Bormann

Automated content generation

"Use of AI to generate "random" maps, levels, and worlds has really fallen off in recent years, which I think is quite unfortunate"

Brian Reynolds

"Simplifying content creation [...] supplement the art so it doesn't take 4 man-years to make a single enemy character's animation set"

Jaime Griesemer

Question 4

If you could teach your AI engineers one nugget of game design wisdom, what would it be?

"I'll take an AI system with lesser functionality if it's got great tools over the worlds greatest AI system with no tools any day."

Steven Chen

"Just because you have a clever way of doing something, it doesn't mean that it's appropriate for what you're trying to build."

Richard Lemarchand

"Simulating reality isn't always good game design. Reality is tedious; games are fun."

Mark Nelson

Thanks!

richarde@maxis.com
soren.johnson@gmail.com
jurney@gmail.com
brett.laming@rockstarleeds.com
a.russell@derby.ac.uk

GDC 2010 AI Summit