

Artificial Stupidity

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~~Balanced and Rational Discussion~~

How I Really Feel

The First Rule

1. Avoid *Artificial Stupidity*.



Artificial Stupidity

- Poor path planning / Stuck in the terrain
 - Companions who can't keep up with the player
- Poor grasp of combat strategy
 - (in a single player strategy game)
 - (previous versions of the game *were better!!*)
- Poor use of cover
 - AI gets on side of cover toward you...
 - ...when it can *place its own cover!!!*

Apologists

- This stuff is just too hard. (*sniffle*)
- Market realities. Budgets. End-of-the-project crunch.
- “AI doesn’t really matter”
or
“The game wasn’t about AI”

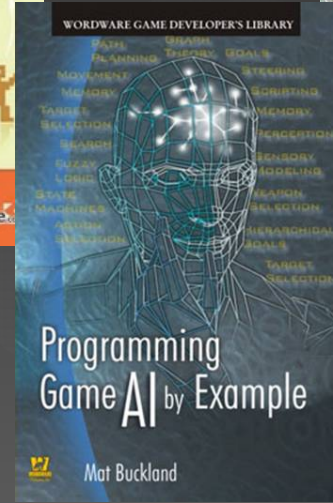
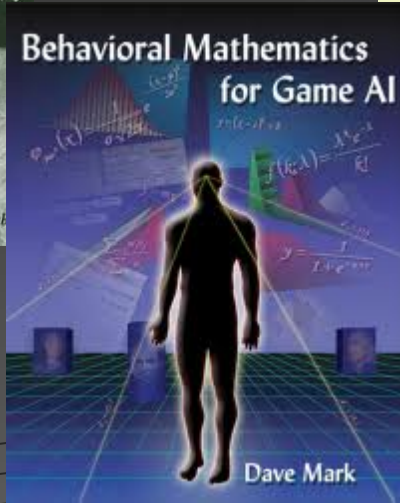
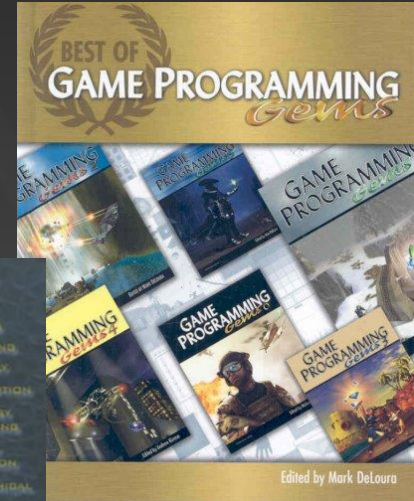
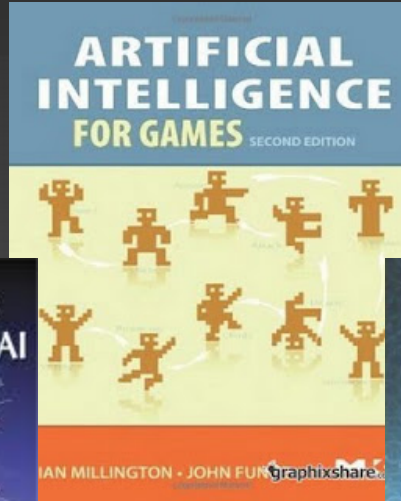
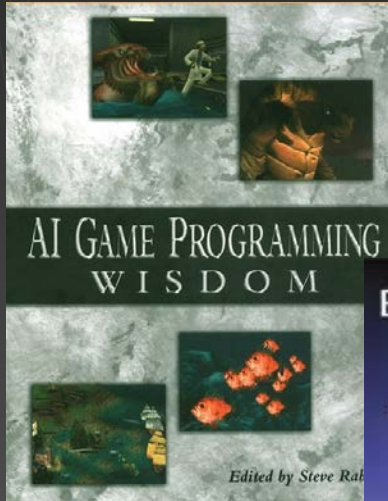
Excuses!!

(you are like a asshole)

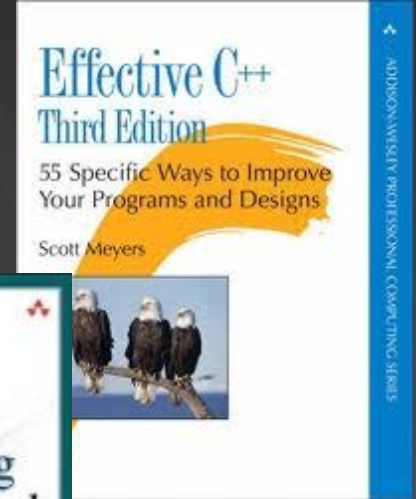
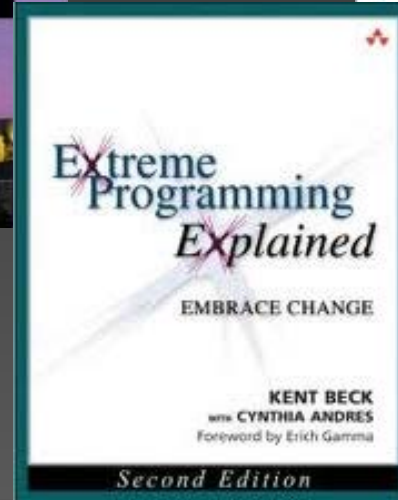
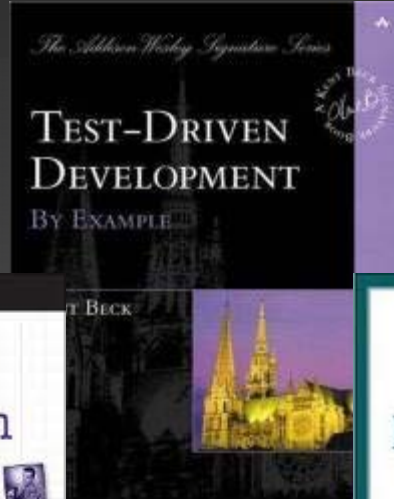
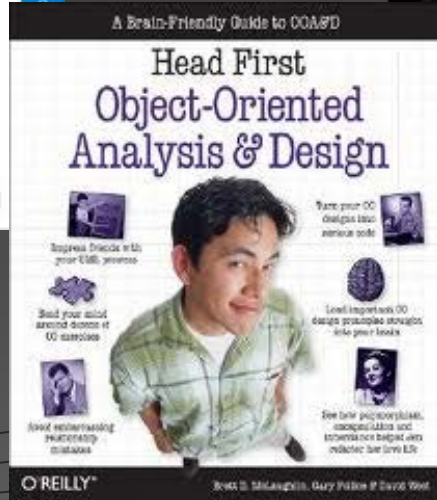


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These Are Good Books...



... But These Are *More Important*



REUSE
REDUCE
RECYCLE



<http://isucceedbook.com/expert-perspective/success-principles-life-is-all-about-how-you-see-it/attachment/reuse-reduce-recycle/>