Artificial Stupidity

Kevin Dill – Lockheed Martin





Balanced

and R. Ional

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
 - Al 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!! (yo(arelikerassboles)are)







http://www.piercemattiepublicrelations.com/fitnessdivision/2010/06/fitness_pr_crunch_fitness_mark.html





These Are Good Books...



AI GAME PROGRAMMING WISDOM **Behavioral Mathematics**







AN MILLINGTON - JOHN FUNGraphixshare

Programming Game A by Example Mat Buckland

WORDWARE GAME DEVELOPER'S LIBRARY

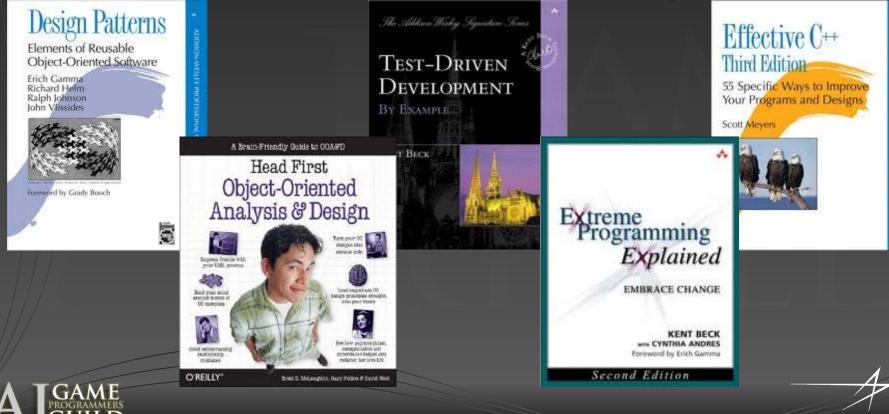
GAME PROGRAMM



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... But These Are *More Important*



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REUSEL REDUCE RECYCLE

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



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