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AI Game Development: Synthetic Creatures with Learning and Reactive Behaviors

Alex J. Champandard

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Neural networks, decision trees, genetic classifiers: If these are AI concepts you'd like to employ in your own games-and you know your way around C++-this is the book for you! In these pages, leading game AI developer **Alex J. Champandard** shows you how to create a slew of autonomous synthetic creatures-in the process exploring the techniques and theories central to AI game development. Complex concepts are made easily graspable, even fun, as you apply them to the step-by-step development of your own complete bot. The focus here is on designing individual creatures, each with unique abilities and skills. Each chapter tackles a specific problem, using demos and examples to drive the points home. Best of all, **Alex** draws on his own real-life experiences to provide tips and tricks to speed the process and resolve thorny issues. On the companion Web site, you'll find code examples and the samples of some of the games covered in the book.

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