

Gaming AI Libraries/Middleware

Referenced for completeness, these can't really be tested by single developers or used outside their intended game environments.

There's a few of them that seem to be provided by subsidiaries of bigger companies (European, mostly).

Some of these companies have websites that seem plucked out of the 1990's.

Blurbs on each one are extracted from their webpages.

Kythera AI

<http://kythera.ai/>

- Advanced AI middleware and development services: we offer the complete AI solution for games studios

Havok AI

<http://www.havok.com/ai/>

- Havok® AI is a runtime SDK for programmers and designers to create efficient pathfinding, path following and navigation mesh

generation for highly dynamic environments.

(Havok has been providing physics engines for games for a long time)

RAIN from Rival Theory

<http://legacy.rivaltheory.com/rain/>

- Whether it's monsters, heroes, or companions, RAIN is a complete AI engine used by top studios to create any character, in any game, on any platform. Today, RAIN has become the gold standard for AI inside the Unity game engine. It's used everywhere by studios large and small to create outstanding behavior and engaging gameplay. Here's a video showcasing some of the great games using RAIN.

Simbionic

<http://www.simbionic.com/indexjs.htm>

SimBionic enables designers and developers to rapidly create intelligent behaviors for games and simulations.

Others

MASA Life

<https://masa-group.biz/products/life/>

- MASA LIFE is an Artificial-Intelligence middleware designed to enable the creation of autonomous behaviors for simulations. From decision-making to navigation and pathfinding, LIFE offers a visual and intuitive experience for character behavior design and easy integration.

Path Engine

<http://www.pathengine.com/>

- Welcome to PathEngine, home of the most advanced pathfinding library commercially available.

Navpower

<http://www.navpower.com/>

- Leading-edge AI path finding middleware for the videogame industry. High quality NavGraph auto generation, dynamic obstacle avoidance, streaming and more. Used on many platforms including the PlayStation 4, Xbox One, Wii U, PlayStation 3, Xbox 360 and PC.

VT-Systems

<http://www.vt-systems.com/>

- This is a weird one, they are “VT Systems, a company of ST Engineering” and then they have seemingly dozens of products. It’s hard to follow who they are or what they sell.

<http://www.mak.com/>

Then there’s “VT MAK” which in turn is “a company of VT systems” (!)

Some examples:

- <http://www.mak.com/products/humans/di-guy-ai> DI-GUY AI
- <http://www.mak.com/products/humans/di-guy-ecosim> MAK Ecosym
- <http://www.vt-systems.com/press-releases/mak-releases-b-have-artificial-intelligence-module-for-vr-forces> “MÄK RELEASES B-HAVE ARTIFICIAL INTELLIGENCE MODULE FOR VR-FORCES”