

AI analyse

Game: Breath of the Wild

AI: Bokoblins

Beschrijf de functie van de AI in de game

Bokoblins in BotW zijn een standaard vijand; ze zijn overal te vinden, en ze werken in elke situatie. Hun functie is vrij simpel: om Link te vermoorden. De executie hiervan, echter, kan vrij complex zijn.

Schrijf de verschillende states op die je waar kan nemen van een NPC in de game en wanneer deze triggeren

Bokoblins kunnen in een paar verschillende states zijn.

States:

1. Idle
2. Sleep
3. Roam
4. Survey
5. Search
6. Flee
7. Attack
8. Revert

Idle isn't triggered, rather it is the default state a Bokoblin sets to if there is no other state is applicable to the situation. In this state, the enemy sits on his behind waiting for another state to be triggered.

Sleeping is triggered if the previous state of the Bokoblin is Idle and when it is nighttime (which I believe is anything between 22:00 and 6:00 in game time).

Roaming is almost like Idle in that it isn't really triggered. The only difference is that if the enemy defaults to roaming, they aren't linked to a camp where they can go safely into the Idle state.

Surveying is, unlike the others, a reserved state that can only be entered by certain Bokoblins. These bokoblins are either watchers atop watch towers or enemies at special locations in the game world. In the survey state, enemies will look for Link and, if linked to a camp, alert the other enemies when he's spotted.

Searching can be triggered either by an unexpected sound or if Link is within a certain viewing distance from the player (but far enough to not trigger the Attack state). In this

state, enemies will investigate the source of the disturbance (or get as close as possible) and look around a bit before reverting to their last state.

Fleeing can be triggered by a few different things (I don't actually know all of them), but the most common is fire spreading out. If fire spreads out towards the Bokoblin, they will be scared and run away from it.

Attacking is by far the most complex of all the states (considering of a lot of substates), but the trigger for it is incredibly simple: spotting Link. While attacking, Bokoblins might swarm Link, hold their ground, attack, cheer, look for a weapon to use, or light their weapon on fire if it is made from wood and there is a campfire around.

Reverting happens when an enemy needs to revert to its last state because of what I would call a 'timeout'. It is triggered differently based on what state it is triggered from. It can be triggered from searching if the enemy didn't yield any results from its investigation, or it can be triggered from fleeing if the enemy doesn't detect any more danger. It is triggered from the attack state either if Link runs out of range from the enemy, or if the enemy strays too far from its 'zone' (deliberately vague).

Vertel wat je goed en minder goed vindt werken aan de AI

Luister makker, ik heb dit spel 80 uur gespeeld en ik heb geen gebreken gezien. Ze zijn uitstekend gecreeerd. Ze zijn misschien niet altijd even slim als ze zouden kunnen zijn... maar het zijn Bokoblins! Geen mensen. Hun agressieve aanpak tegenover een tactische is compleet gerechtvaardigd in de wereld van BotW.

Vertel hoe je de AI zou verbeteren

Ik zou hem tactischer laten nadenken om hun aanvallen te timen samen met de andere aanvallers.