CGP606 AI for Games

# Lab1

Choose a game genre which makes use of AI as part of the gameplay, e.g. FPS, RTS, driving or sport game.

Work out what kind of behaviours such a game might require.

List the key behaviours along with a brief description of the behaviour.

Think about how these behaviours would affect gameplay.

FPS: A First-Person Shooter would require:

* Knowledge of Movement (how to move, parts of the level that are valid to move into, the cost of movement for certain areas of the level)
* Knowledge of Attacking (how to attack, the means of attacking, what to consider with the chosen attack method when utilising it, where to aim whilst attacking, accounting for weapon spread (if the weapon has any), considering if the weapon requires reloading, should it have a finite quantity of uses, movement whilst using the weapon (whether to remain standing-still, still and crouched, still and prone, or moving in either of these stances))
* Knowledge of the Objective (how to complete the objective assigned to them, how to prevent enemies from completing theirs, what actions and how to execute these actions are required for their objective/preventing the enemy from completing their objective)
* General Awareness (a sense of what game-entities are currently in view and how to behave in relation to these entities, such as starting a round, with allies around you, having the awareness to act to complete the objective expected of them, then making sure to consider enemies when coming into contact with them)