

High performance, highly expressive concurrence patterns for games in Casanova

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Writing AI is complicated and takes time to define its design

An AI should be: -easy to write -easy to express hierarchical behavior

Writing AI require ad-hoc structures and operators

Our contribution

We present some new operators for expressing AI behavior

We use those operators to compare several implementations of modern AI written with the Unity3D engine pointing out performance and readability

-Hierarchical AI

-Decision trees

-HTN

We study the resulting design patterns that arise from the samples

We conclude that in Casanova there are no support structures, and the resulting code is compact/small when compared with C# in Unity3D