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## Unity 5 from Proficiency to Mastery: Artificial Intelligence: Implement Challenging AI for Fps and RPG Games (Paperback)

By Patrick Felicia

Createspace Independent Publishing Platform, 2017. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. In this book, the first in the series called Unity from Proficiency to Mastery, you will learn and apply several AI techniques for 3D games, and make it possible for NPCs to: Navigate the scene (e.g., using a random or set path). Sense the world around them (e.g, hear, smell, or see). Take smart decisions based on their senses or current state (e.g., look for ammunition or health when these run low). React to the players moves (e.g., set an ambush, follow and attack the player, or flee). Along the way you will also learn other useful skills and concepts such as: Finite-State Machines in Unity, Animator Controllers, 3D character animation, Navigation costs and areas State Behaviors, Group movement, Melee combat, and much more. The main idea behind this book is to help you to apply common AI techniques with Unity and C# to make your game more challenging and fun to play.

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### Reviews

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-- Vivianne Dietrich

*The publication is not difficult in study preferable to fully grasp. It really is rally intriguing throug looking at period of time. I found out this pdf from my dad and i advised this ebook to find out.*

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