Utility AI Framework

Utility AI Framework Wiki

Welcome to Utility AI Framework Wiki! You can find documentation, guides and demos related to the package here.

If you encounter any issues, please don't be shy and contact Tinny Studios for support at tinnystudios@gmail.com or join the Discord Community!

Overview

Welcome to the Utility AI Framework, a package designed to help developers implement AI planners in their games. Our framework is based on the concept of utility AI, which allows agents to select the best action based on a list of considerations or questions, such as "How hungry am I?" This approach can help make code bases more extensible and maintainable by avoiding the need for every action to be a state in a finite state machine.

In addition to providing an implementation of utility AI, our framework also includes practical analysis and debugging tooling, as well as demos to get you started and experiment with the framework.

Our goal is to make it easy for developers with an interest in AI planners to quickly get up and running, and we hope to drive the direction of the framework through user feedback and ideas.

Please note that the package is currently in early release and requires users to program their own actions. However, we are always looking for ways to improve and expand the package, and we encourage you to join our Discord community and share your feedback and ideas.

Getting Started

▶️ Installation and Getting Started Guide.

📖 Understanding the Demo Scenes

✏️ API Documentation

Join the Discord Community here to get help and provide new ideas!