

[AI Logic within the Nez Framework](#)

Covers how “AI” is developed for most modern-day games by using Finite State Machines, Behavior Trees, Goal Oriented Action Planning (GOAP), or Utility AI. Provides general descriptions of each alongside links to the Nez Github repo for examples as to how these logic algorithms are written.

[NPC AI using GOAP](#)

Describes what GOAP is in the context of NPC AI within games, each aspect of it, and how it is implemented within a simple program (link to simulation within web resource).