

Game AI: Unity Intro

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PQ1 Response 82/90 (available till end of class)



- I am interested in learning about Machine Learning and Game dev
- Techniques of how to create engaging games!
- How does the reinforcement learning form the “almost real wisdom” in games?

Summary of Last Class

3 Major Divisions of Game AI

- AAA (majority of the class, most assignments)
- Indie (one assignment)
- Academic

Upcoming

- No class next Monday (Labour Day)
- Next Wednesday first Assignment **released** (due Sept 17)
 - We *will* cover the first assignment in class.

(1) Download Unity

<https://unity3d.com/get-unity/download>

Remaining Steps

(2) Install Unity

(3) Launch Unity

(4) Open existing project (when you have an assignment project to download)

(5) Check assignment instructions, Unity scripting reference (<https://docs.unity3d.com/ScriptReference/>), and potentially Unity tutorials (<https://learn.unity.com>) for help in completing the assignment.

Unity Tour