

AI as Foreign Affairs

Implement a Rule Based, AI, system that creates a set of relationships for factions on a game map* based on the the game state and their own desires.



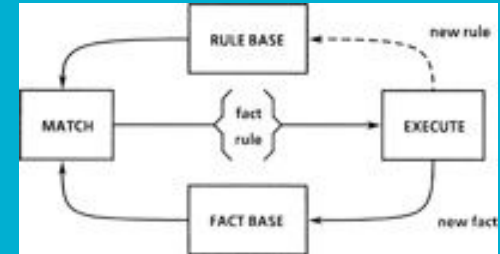
*We Added More Depth in actions for what the Factions could do.

Novelty: Uses a rule based system to produce a usable relationship framework that maintains logical sense.

Value: Can be used dynamically to show changing relationships during gameplay or as a design tool to extrapolate logical relationships based on designed map.

Technology: Javascript, Rule Based Systems, and Passive Aggression

Team: James Fey and Spenser Riebs



Ensemble Engine

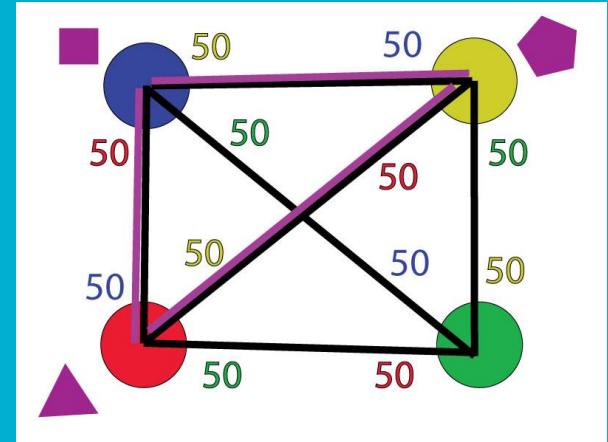
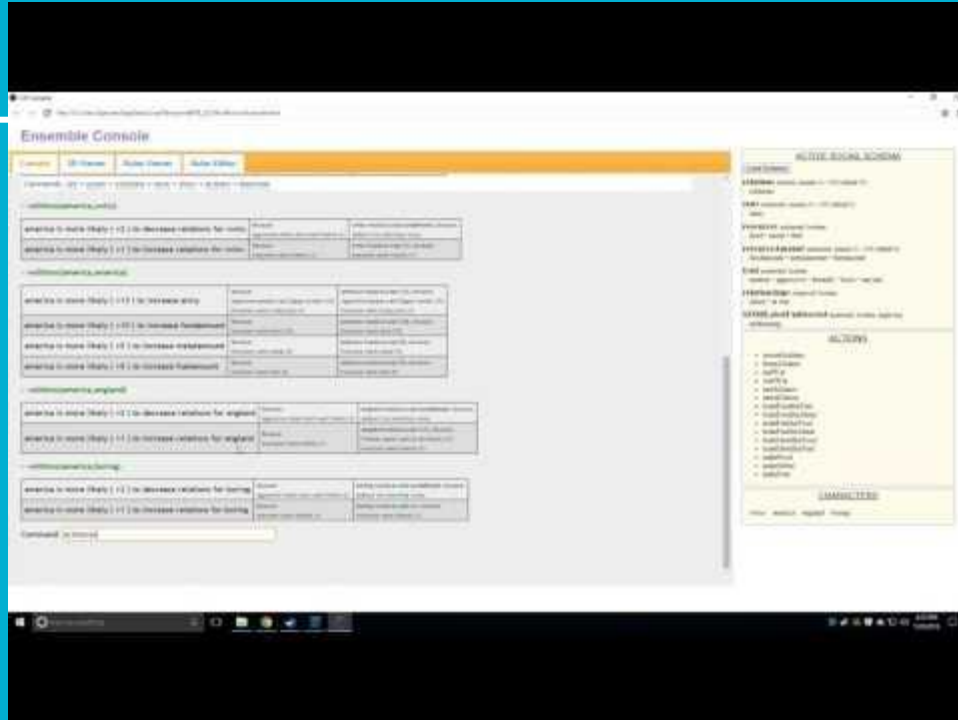
- Ben Samuel,
- Aaron A. Reed,
- Paul Maddaloni,
- Michael Mateas,
- Noah Wardrip-Fruin\
- Melanie Dickinson

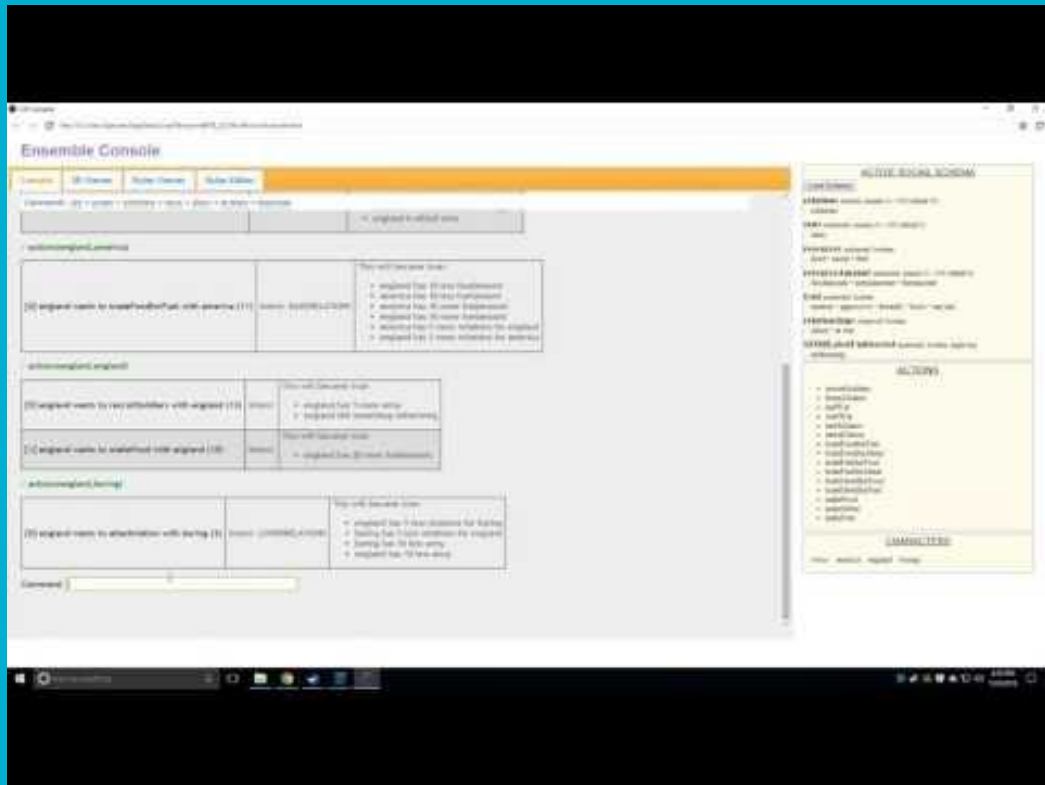
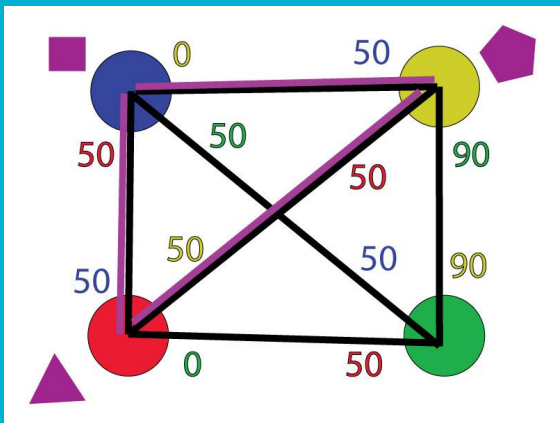


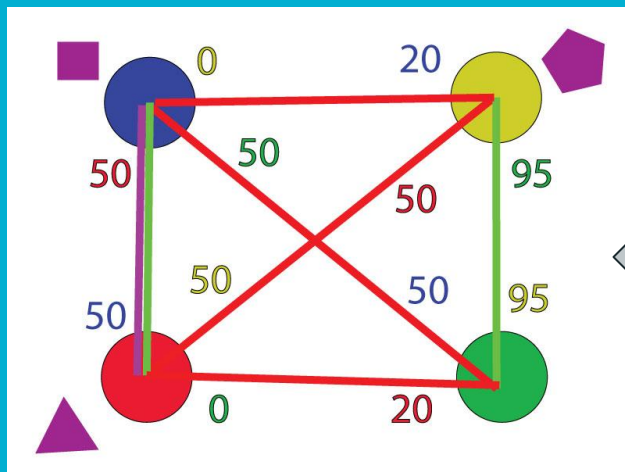
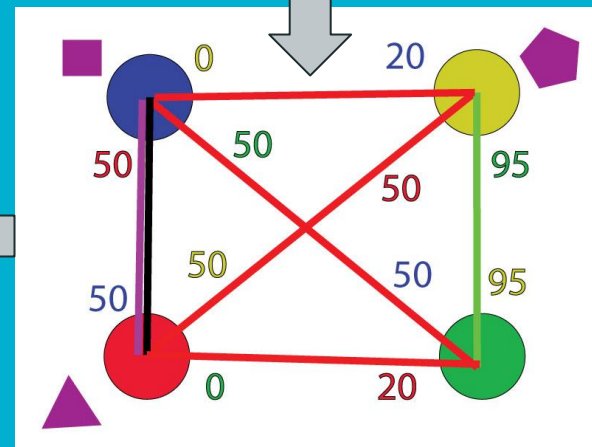
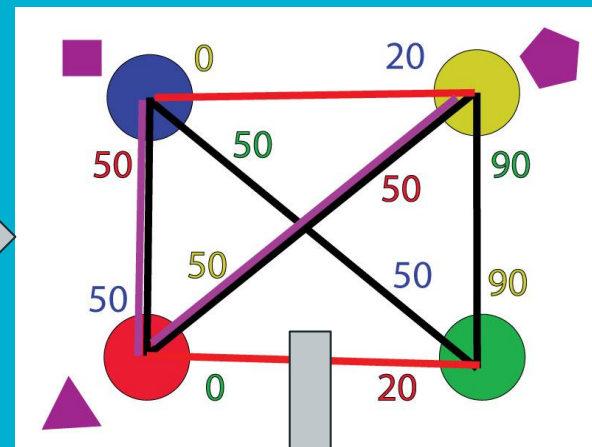
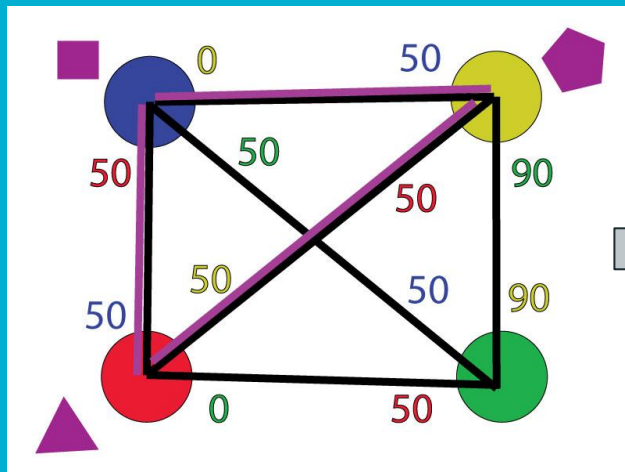
UNIVERSITY OF CALIFORNIA
SANTA CRUZ



Demo 1







Applications (AKA Player as...

AI as foreign affairs allows for...

Players as diplomats

... as farmers

... as adventurers

... as traders

The player does not directly interact with it
but it affects everything