Supreme Commander RTS

DEVINE LISE **Vincent Omaya**
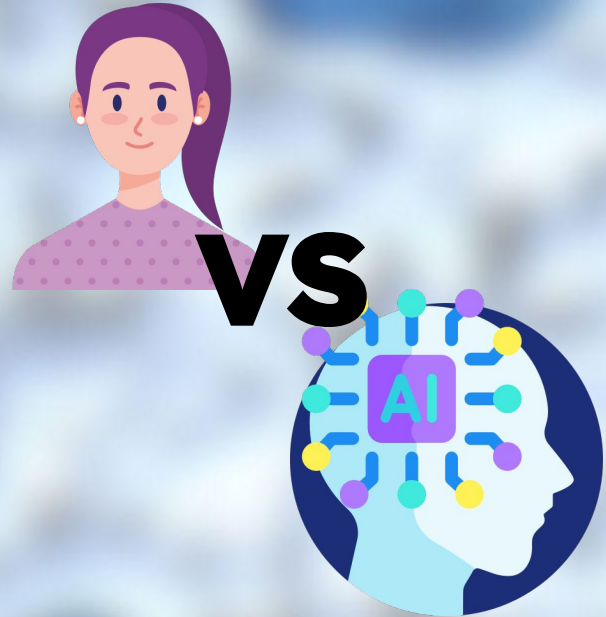
The RTS project ?

What is a RTS ?
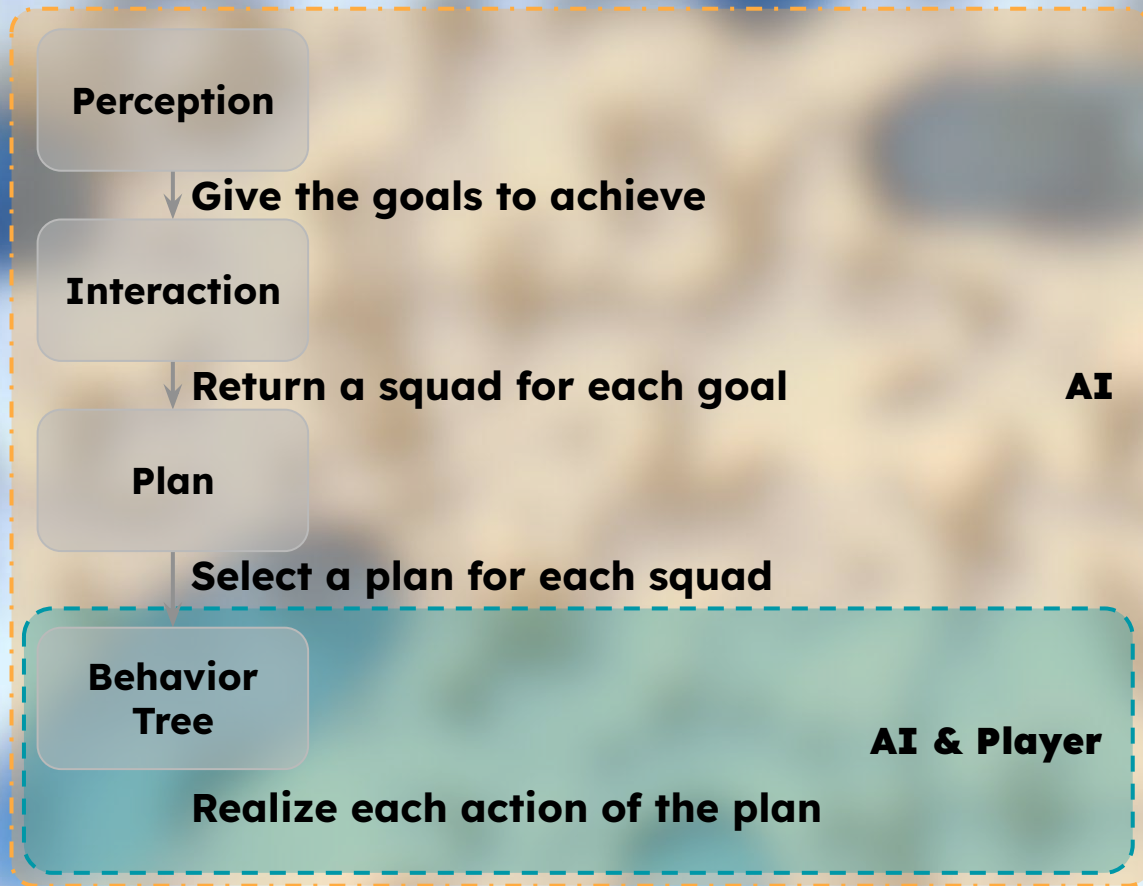- ❏   Strategic game
- ❏   In real time
- ❏   1V1 or more !

What is the focus ?
- ❏   Making an AI
- ❏   Playable game
- ❏   Custom AI architecture

VS

The AI

Perception

↓ **Give the goals to achieve**

Interaction

↓ **Return a squad for each goal**

Plan

↓ **Select a plan for each squad**

Behavior Tree

Realize each action of the plan

AI

AI & Player

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The goals

Upgrade

Defence

Capture

Attack

Exploration

The context

Influence map & Resource map

MAP
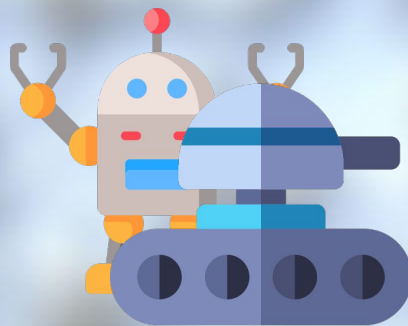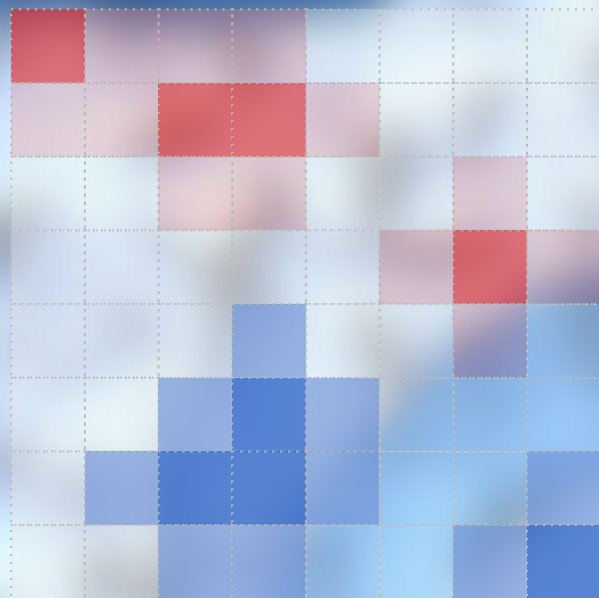
Units controlled
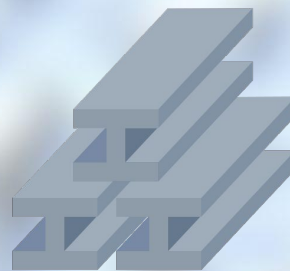
Resources owned

Perception

CONTEXT

Analyze

1 Defence

2 Attack

3 Capture

Priority

Interaction

Objective: Return a squad for each goal

GOAL CONTEXT
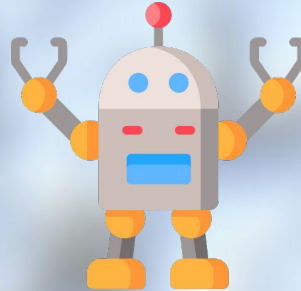
Analyze

Light
(Exploration)
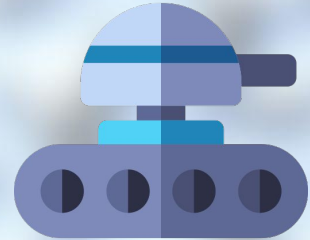
Heavy
(Attack)

Plan

Objective: Select a plan for each squad

Inputs received
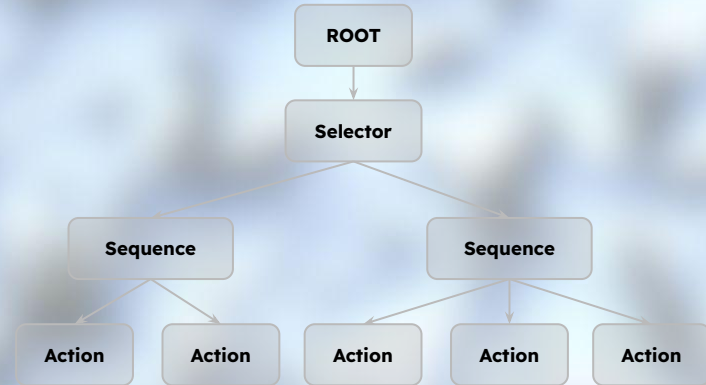
Context analyzed

Shoot

Move To
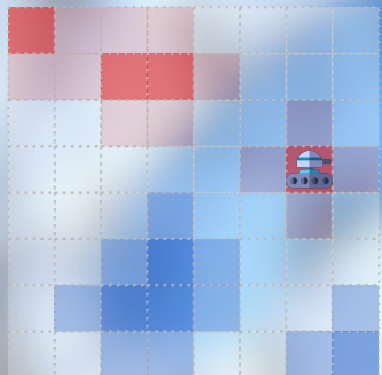
Behavior

Objective: Realize each action of the plan

Control

Behavior Tree

Stance

Stance influence behavior
Determined by the Plan
Common to the whole squad

Defensive
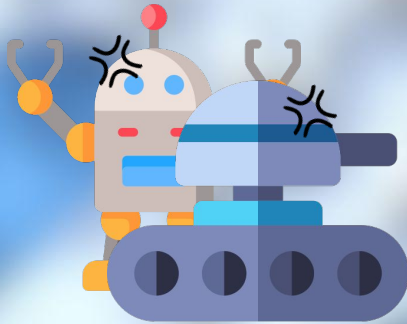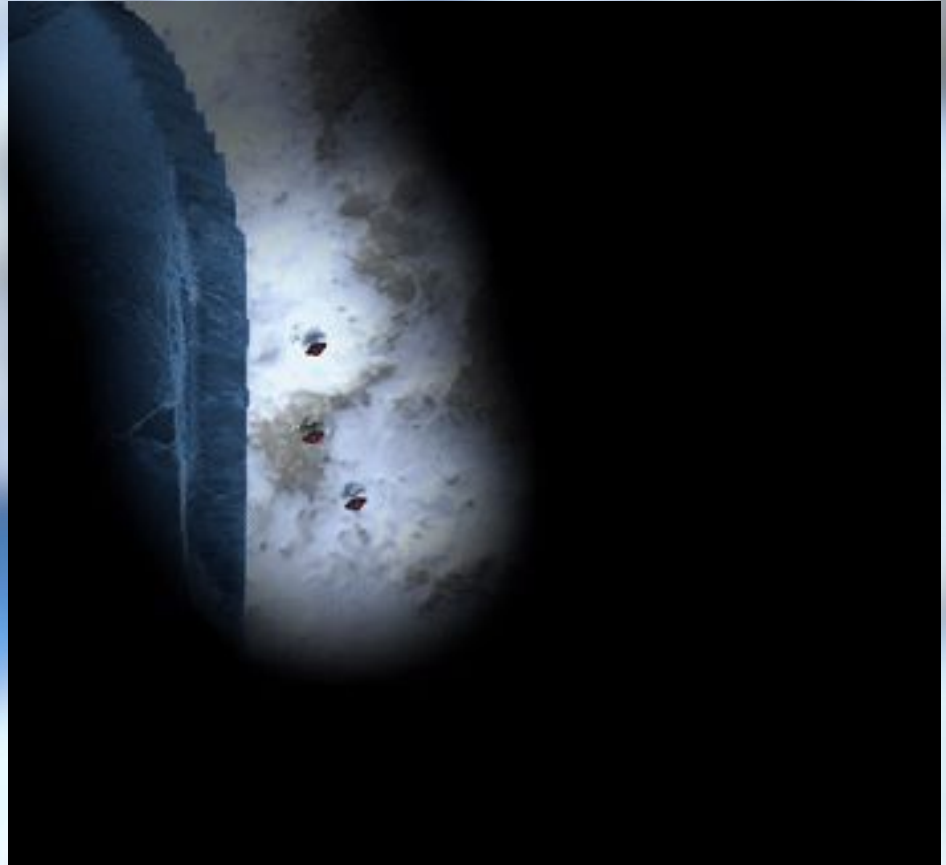
Aggressive
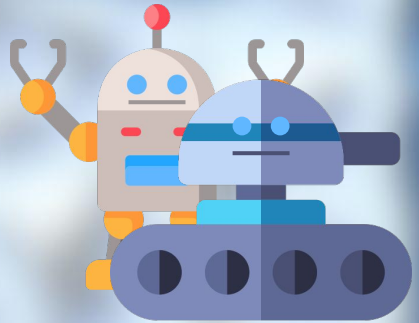
Neutral

Action

Move

Action
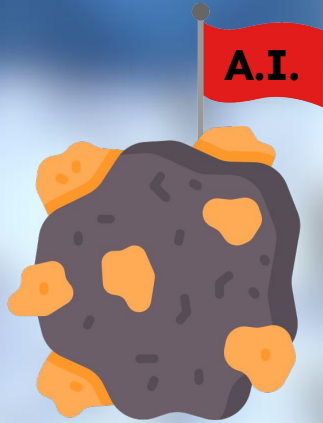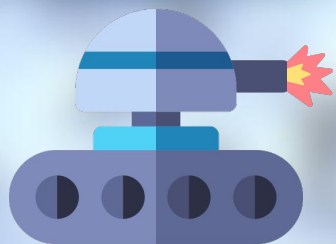

Capture

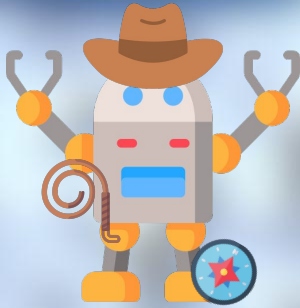# Action

Protect

Action

Shoot

Action

Explore
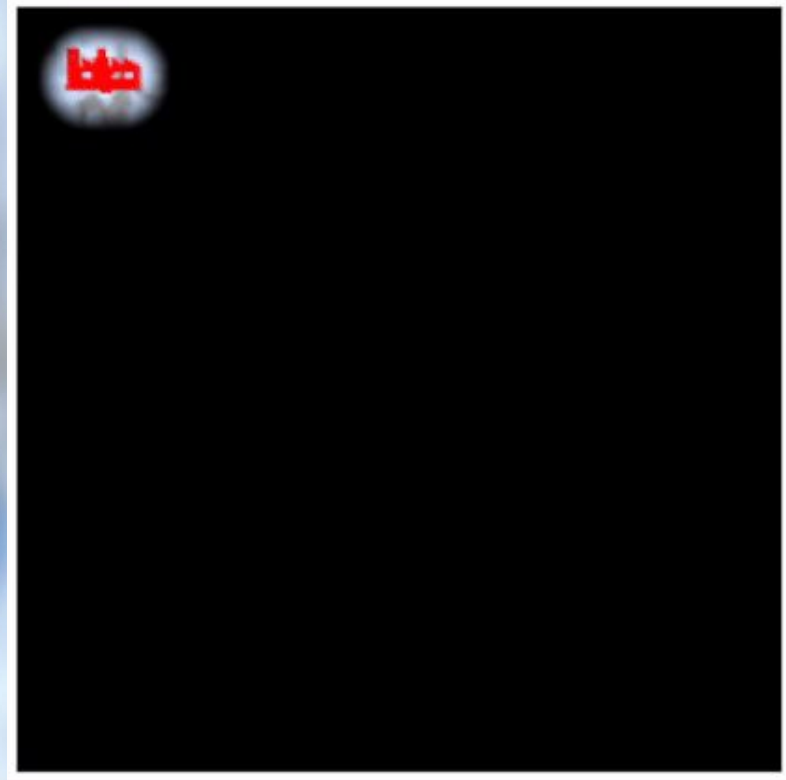
Build Points : 30
Captured Targets : 0

Player View

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Conclusion

Thank you for listening !

Any questions ?