- Create a priority list in terms of what tasks we want accomplished. For example, complete a city. Rank these tasks using a number system, these numbers will identify the priority of completing that task and be used to decide what move should be made.
- On top of the general priority, we can use priority modifiers. These will change the value of a general task by adjusting it higher or lower depending upon certain factors. One example would be increasing the priority of completing a road if it is very long.

http://www.gamasutra.com/view/feature/129959/designing_ai_algorithms_for_.php

Action	Scorer	Score
Move to Enemy	Distance to Enemy	0-100
	Gun is not loaded	-100
Fire at Enemy	Proximity to Enemy < 50	75
	Cannot make it to cover	50
	Gun is not loaded	-125
Move to Cover	Is not in cover	50
	Proximity to Cover < 50	50
Load	Gun is not loaded	75
	Is in cover	50
	Gun is loaded	-125

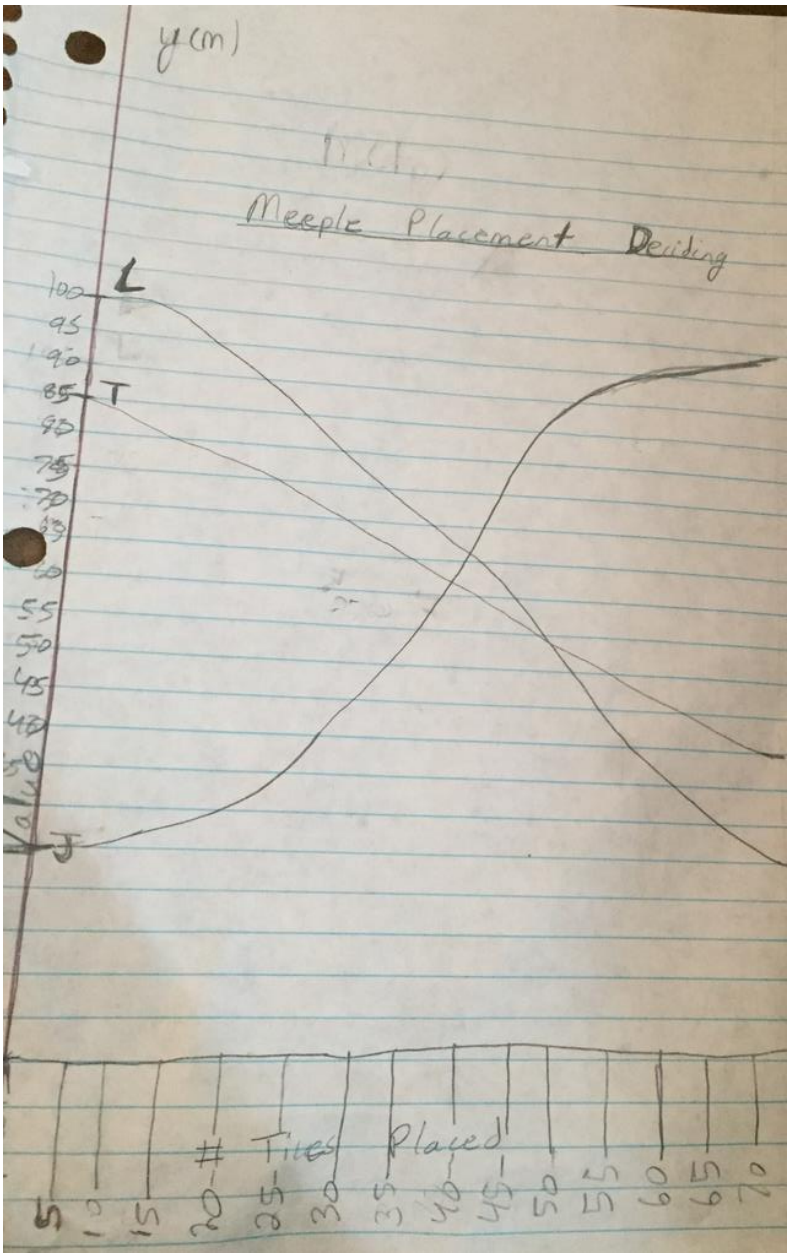
^ An example of how to use Utility AI . The score is used to determine whether an action will occur.

http://www.gamasutra.com/blogs/JakobRasmussen/20160427/271188/Are_Behavior_Trees_a_Thing_of_the_Past.php

http://www.checkmarkgames.com/2012/03/building-strategy-game-ai.html

AI Notes

Action	Scorer	Score
Finish Lake	Have Meeples to Place	+++
	Has unique Animals	+++
	Has no enemy meeple	++
	Has equal # meeples	+
	Has more enemy meeples	- - -
Place Road	Has no enemy tigers	+++
	Finishes road	+++
	Has enemy tigers	-
Place Den	If 3+ tiles around	+++
	If 2 tiles around	++
	If touching 1 tile	+


y (m)
Meeple Placement Deciding
L
T
J
Value
Tiles Played