Traditional Method

- Reinforcement Learning Training Hundreds of Billions of Simulations ⇒ Zero to Hero
- We can’t teach ourself. So will make two bots fight each other.
- Training time is extremely high ⚠️
- There are dead-ends and non-original AI
- Changes can disrupt the whole process thus this should be the last step after everything else is final
- Adaptibility is low and not flexible
- Personal bad experience
- Our goal is not create **Perfect** opponent but to create **Realistic** opponent
- Traditional AI is not realistic and would be misleading in training
- 1 Billion Simulaton later Two boxers started to develop little strategy in the best environments and most adaptible engines with OpenAI and this took 1 whole week of run-time.
- This can’t be implemented easily by a small team AAA-games can’t achieve this or else this will already be on the top games… this is currently being researched and it’s slow
- In Unity3D Game creating a true AI research-level requires weeks of training, high hardware requirements. The only thing in video games that is important is illusion of intelligence.
- Both methods are extremely tough but the traditional method is spiky road.