

Progressive Method

▼ General

1. Pre-Run Strategy
2. On-Run Strategy Pool
3. Realtime Strategy Building
4. Post-Run Learning

▼ Pre-Run Strategy

▼ Attributes which will generate an enemy.

- Patience
- Offense
- Defense
- Memory
- Innovation
- Courage
- Caution
- Accuracy
- Control
- Stamina

There will be base attributes, compound attributes, pools like stamina, fatigue, focus, accumulative attributes like experience/level, randomized attribute like luck, mistake chances

▼ Movement BrainPart (Base)

- From the attributes we create the moving style
- Randomize + Variations are also generated

▼ Follow BrainPart (Goal)

- From the attributes and movement brain we generate follow brain
- Randomize + Variations are also generated
- Follow patterns are generated

▼ Fight BrainPart (Goal)

- There will be goal attributes which will combine with the enemy brain attributes
- Like is the goal survival or sacrifice or kill without least damage kill with damage etc
- Fight patterns are generated

▼ Escape BrainPart (Goal)

- From the attributes and movement brain we generate escape brain
- Randomize + Variations are also generated
- Escape patterns are generated
- How are patterns generated?
 - We use datasets + past-learned information

▼ Integration for On-Run Strategy Pool

- We combine all the brainParts

▼ Realtime Strategy Building

- How will new strategies appear?
- How will old strategies affect?
- How is this learning?

▼ Post-Run Learning

- How?
- Increase data

▼ How to get enemy AI Brain

1. We generate an enemy thinking style with attributes.

2. We create base BrainParts.
3. We create goal BrainParts.
4. Integration of Brain
5. Creation of Strategy Pool
6. Strategies Alterations
7. Strategies Learning
8. Post-Run Learning

▼ Illusion of AI

- Graphic Logic
- Tree Diagram
- Best Algorithms
- Finite State Machine

▼ Role of AI Game Developer

- Illusion of AI
- Behavior trees using a combination of custom coded behavior trees and the Node Canvas asset.