



Useful links on AI for games

Machine learning

Unity Machine Learning project

<https://unity3d.com/machine-learning>

<https://github.com/Unity-Technologies/ml-agents>

Video crash course in Google Machine Learning

<https://developers.google.com/machine-learning/crash-course/ml-intro>

State machines

Tutorial

<https://blog.theknightsofunity.com/finite-state-machine-part-1/>

<https://blog.theknightsofunity.com/finite-state-machine-part-2/>

<https://blog.theknightsofunity.com/finite-state-machine-part-3/>

Playmaker (state machine system)

<https://assetstore.unity.com/packages/tools/visual-scripting/playmaker-368>

Behaviour trees

Article

https://www.gamasutra.com/blogs/ChrisSimpson/20140717/221339/Behavior_trees_for_AI_How_they_work.php

Behaviour designer (behaviour tree system)

<https://assetstore.unity.com/packages/tools/visual-scripting/behavior-designer-behavior-trees-for-everyone-15277>

Tutorial

<https://hub.packtpub.com/building-your-own-basic-behavior-tree-tutorial/>

Steering behaviours

Article

<https://gamedevelopment.tutsplus.com/series/understanding-steering-behaviors--gamedev-12732>

Website (in-depth tutorials, not made in unity)

<https://www.red3d.com/cwr/steer/>

Pathfinding

Unity Navmesh system

<https://docs.unity3d.com/Manual/nav-NavigationSystem.html>

A* system for unity

<https://arongranberg.com/astar/>

A* tutorial (YouTube Playlist)

https://www.youtube.com/playlist?list=PLFt_AvWsXI0cq5Umv3pMC9SPnKjfp9eGW