Week 1 Question

304CR – Games and AI

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**Find and briefly describe a bug related to the AI in a game of your choice.**

The bug I’m choosing for this component question is one of many in a pretty recent game, which I have played not too long ago, this game is “Uncharted 4: A thief’s End”.

As a kid I wouldn’t notice many of the bugs from games I would play, but now since I started this course I am much more perceptive to them.

The bug in cause is none other than mission progress being stopped due to AI issues, for example, I would enter a fighting zone against many enemies, which wasn’t easy by itself since it was hard mode, and after completing this region the AI I would be with wouldn’t progress to the next session, meaning I couldn’t progress the story, making me having to reset the game to the previous checkpoint and do the same area again to potentially fix the bug.

I searched online and found many other people complaining about the same issues, I found this person saying the following “My girlfriend's been playing U4 and she's currently at Chapter 6, the moment where Sam is supposed to give you the grappling hook, however she's telling me that never happens.” (Adzey, 2017). [His girlfriend got stuck in chapter 6 due to AI bug]. GameFAQs.

**What do you think causes this bug?**

**I think this issue is caused due to fast progression, meaning, I would enter the fighting arena, kill all the enemies quickly and progress to the next stage, but since I’d do it so quickly the friendly AI must’ve get bugged somehow, making it stay still in a certain spot of the level not allowing me to progress.**

**The major issue must’ve been my lack of patience, the enemy AI and interactions and the friendly NPC AI that must’ve been causing conflict to each other creating these kind of funny glitches.**

﻿**Give your answer in terms of how you think the underlying algorithms are working.**

In my understanding the friendly AI should advance to the next session/open the next area after all the enemies are dead and the puzzle (if there is one) are completed, so I know for a fact that all these criteria must’ve been met progress in the story.

Maybe some pathing issue or a bugged enemy in the level (i.e. inside a wall) wasn’t allowing me to continue further into the game.

Normally the friendly AI would help you kill a few enemies, give you some tips on how to progress and maybe help you interact (with a long jump, or lifting something heavy), I noticed that it was mostly on the section where I needed the actual NPC help to advance further.

Going back to the example from another player in the 1st question, I tried to look for a solution in the same thread and found this “All I can say is that you need to look at the beam to work. Sam gives it to Nate in a scene. Try pressing L3 while looking towards it to see if that works. Also, try waiting for Sam…” (megaman623, 2017) [Explaining other player how he could possibly progress]. GameFAQs, but if you follow the thread you will find that this did not fix it, making me believe in this case that Sam’s AI was glitched stopping the player from progressing.