Identify an **open problem** in AI are explain if/how it relates to Game AI

On my research about AI and some problems that are still to be solved until today, I have found some interesting subjects which I could branch out, but I decided to focus on one which intrigued me the most, this being their inability or lack of exhibit a common sense.

What do I mean by this? As we already know AI is nothing but a bunch of instructions that the programmer gives it, essentially creating it’s “personality” or behaviour, now AI unfortunately or fortunately (I’ll leave it to your criteria) still hasn’t evolved enough to gain a “brain” or a way of being self-sentient, this of course does not stop AI from evolving from its current stage and possibly in the future gaining this sentience I’m talking about.

What it does do is, not having this essence can make AI a bit clumsy when in decision making, when in contrast a human player has a common sense so it know what to do by itself and how to do it in the most effective way, AI does not achieve the level of common sense we humans have, which can affect gameplay in some levels.

All this does not mean that AI are weak or underdeveloped at this stage, it simply means that this is an area that AI could evolve more into, and eventually will, that creates a different type of connection and playability in games, the way I see it is, imagine you’re playing against an AI which doesn’t run on just programming, an AI that actually knows what it’s doing and has some sort of personal knowledge of how the game (or world, if we’re talking about AI like Sophia) works.

In my opinion and final words, AI will evolve to a point where it does allow for this type of behaviour, until then us players have to content ourselves with this “basic” AI format. In simpler words, AI with a common sense to it would make it less predictable and more challenging for players, it would make the game genre even bigger than what it has become, not knowing what the AI’s next play would be or having completely no idea of what the AI could potentially do would allow for some unique interactions, for example some crazy outplays just because the AI has some sort free will so to speak.