**What are the most common AI approaches, and problems, in a game of your selected genre?**

For the game I’m making for my coursework 2, I decided to go for a stealth game, I really like stealth games as they challenge your wits and your reflexes and timings to reach a certain goal.

AI in these games is pretty simple and straight forward, usually in these types of games, the enemies tend to have a predefined path which they always follow, and if the player make any noise or is seen the guard or enemy starts chasing them or catches the players having repeat the level.

Basically this is how an AI of this scale would work:

* Walks in a predefined route;
* Has a conical vision for detecting the player;
* If the player makes any sound or the guard catches a glimpse of him, he will start the chase;

I can see where some problems may start to arise, probably the guard’s detection with sound which makes them investigate where they heard the sound comes from may be hard to get working correctly, as it depends on many factors, such as knowing where the noise came from and making him approach it with care.

Some problem I see with some modern stealth games is that AI in them are always clunky, meaning, they lack some sort of intelligence in terms of detection and following noises, where the AI gets all confused and starts shooting or running towards a spot where the player is not.

Another thing to look for is the guard’s behaviour, as in how they react once they see the player, will they run towards him, will they shoot at him? What happens if the player gets away, will they keep searching or give up? These are all good question on how to approach different issues.

Also one thing to look for is how the guards will interact when the player is crouching, jumping or sneaking