

Game AI Based On Machine Learning Methods

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Overview

Related Work
Review

Analysis

Introduction

Traditionally, Game artificial intelligence (AI) refers to pre-defined automation programs generating adaptive or certain behaviors in fixed pattern for Non-player characters (NPCs) to simulate the reality in a real world.

Recently, the merge between academia and industry introduce machine learning algorithms and methods to video game AI development. This trend enhanced the AI capability to a large extent and can be positive for creating truly adaptive and intelligent Game AI agents including NPC, intelligent machine players, etc.

Game AI Challenges

- ▶ Reasoning
- ▶ Aliquam blandit faucibus nisi, sit amet dapibus enim tempus eu
- ▶ Nulla commodo, erat quis gravida posuere, elit lacus lobortis est, quis porttitor odio mauris at libero
- ▶ Nam cursus est eget velit posuere pellentesque
- ▶ Vestibulum faucibus velit a augue condimentum quis convallis nulla gravida

Blocks of Highlighted Text

Block 1

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer lectus nisl, ultricies in feugiat rutrum, porttitor sit amet augue. Aliquam ut tortor mauris. Sed volutpat ante purus, quis accumsan dolor.

Block 2

Pellentesque sed tellus purus. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Vestibulum quis magna at risus dictum tempor eu vitae velit.

Block 3

Suspendisse tincidunt sagittis gravida. Curabitur condimentum, enim sed venenatis rutrum, ipsum neque consectetur orci, sed blandit justo nisi ac lacus.

Multiple Columns

Heading

1. Statement
2. Explanation
3. Example

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer lectus nisl, ultricies in feugiat rutrum, porttitor sit amet augue. Aliquam ut tortor mauris. Sed volutpat ante purus, quis accumsan dolor.

Table

Treatments	Response 1	Response 2
Treatment 1	0.0003262	0.562
Treatment 2	0.0015681	0.910
Treatment 3	0.0009271	0.296

Table: Table caption

Theorem

Theorem (Mass–energy equivalence)

$$E = mc^2$$

Example (Theorem Slide Code)

```
\begin{frame}  
\frametitle{Theorem}  
\begin{theorem}[Mass--energy equivalence]  
 $E = mc^2$   
\end{theorem}  
\end{frame}
```

Figure

Uncomment the code on this slide to include your own image from the same directory as the template .TeX file.

Citation

An example of the `\cite` command to cite within the presentation:

This statement requires citation [Smith, 2012].

References



John Smith (2012)

Title of the publication

Journal Name 12(3), 45 – 678.

The End