Unity 5.x Game AI Programming Cookbook

By Jorge Palacios

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: N/A. Brand New Book ***** Print on Demand *****.Build and customize a wide range of powerful Unity AI systems with over 70 hands-on recipes and techniques About This Book * Empower your agent with decision making capabilities using advanced minimaxing and Negamaxing techniques * Discover how AI can be applied to a wide range of games to make them more interactive. * Instigate vision and hearing abilities in your agent through collider based and graph based systems Who This Book Is For This book is intended for those who already have a basic knowledge of Unity and are eager to get more tools under their belt to solve AI and gameplay-related problems. What You Will Learn * Use techniques such as A*and A*mbush to empower your agents with path finding capabilities. * Create a representation of the world and make agents navigate it * Construct decision-making systems to make the agents take different actions * Make different agents coordinate actions and create the illusion of technical behavior * Simulate senses and apply them in an awareness system * Design and implement AI in board games...

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Very helpful to all type of individuals. It really is rally interesting throgh looking at time. Its been designed in an extremely basic way which is just soon after i finished reading this pdf through which basically modified me, change the way i believe.
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