Tactical Level Game AI with Natural Language Input

This is a project that is all about bringing human and computer Artificial Intelligence (AI) interaction close within a Real Time Strategy (RTS) computer game. I’m doing this after years of frustration with the single minded and un-cooperative nature of many RTS AI systems in games. Many tout having teams and alliances and trading however they are little more than token gestures that only work human-human. I wanted to create an Artificial Intelligence that could use those features through English input.

To achieve this I decided that Natural Language capabilities was the answer to solving this problem smoothly and efficiently. Communication with the AI is done through a text box that appears when the game is paused, and instructions can be entered. These instructions will be interpreted by the AI and then assessed and implemented if successful.

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