

Introduction to Artificial Intelligence (AI)

Concepts:

1. What is AI?
2. What is the definition of an intelligent machine?
3. What is randomness and why is it necessary?
4. Where is the randomness used?
5. What are relevant and irrelevant objects?

Tasks:

1. Create a player controlled GameObject and write a script to control it.
2. Add a few non playing character (NPC) GameObjects at random locations and make them spawn in random directions.
3. Add a few irrelevant objects and let them fly around in the scene.
4. Add basic collision detection between player and NPCs.
5. Finally, put some game play in to create a game out of this.

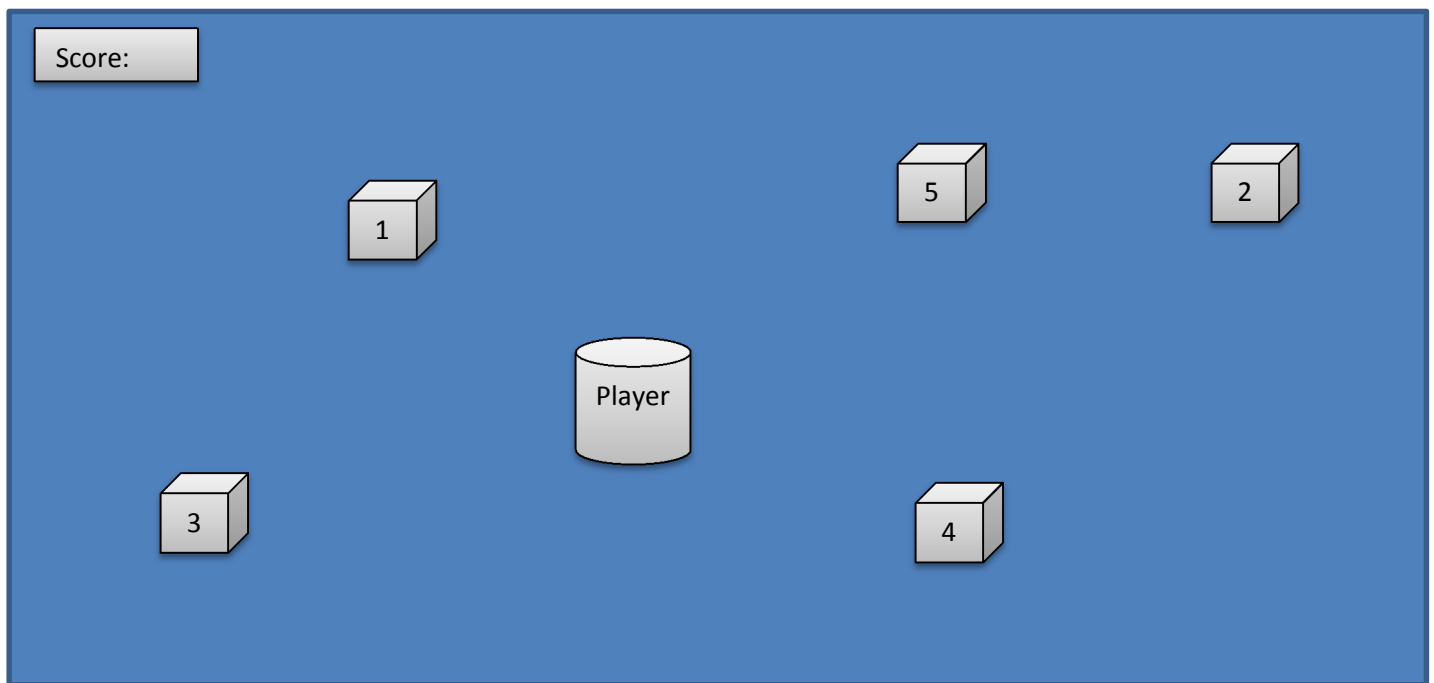


Fig. 1. One of the many Game ideas you can do