

Practical Applications of AI and Machine learning in different areas within the Game Development Industry and multiple implementation approaches.

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Abstract—This paper draws a rough sketch of what the gaming industry represents in the current world and how AI and Machine Learning became almost core to it. It explains some areas in video games where AI is implemented and the different approaches used in order to maximize "human like" behaviour when required and how AI can be used to improve performance in pathfinding for the game agents.

Index Terms—AI, Machine Learning, Gaming, Game Design, Pathfinding, Agents, RTS, AI Behaviour.

1 INTRODUCTION

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2 CONCLUSION

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APPENDIX A

PROOF OF THE FIRST ZONKLAR EQUATION

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APPENDIX B

Appendix two text goes here.

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