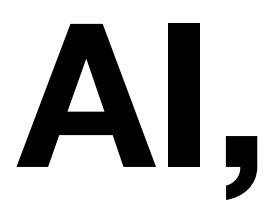
Types

games

No


AI,

just

move

and

attack

Behaviour

trees

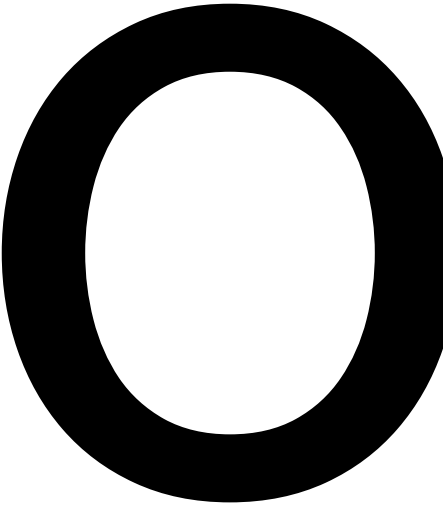
(FSM)

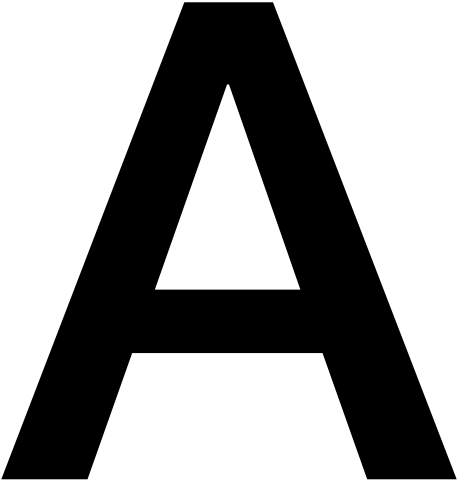
Machine

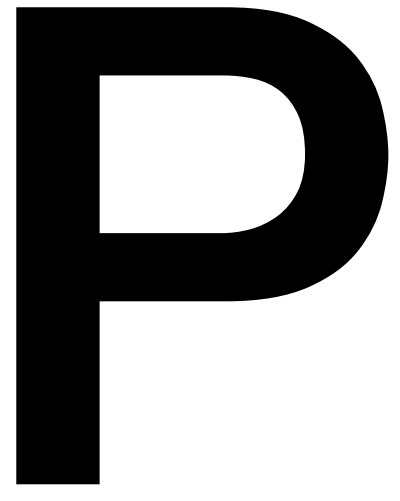
Learning

(ML

Agents)







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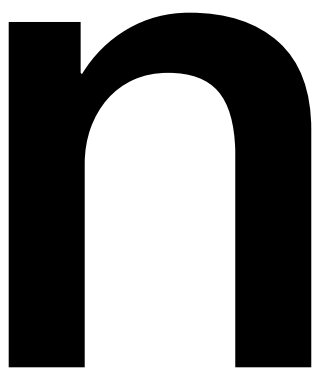

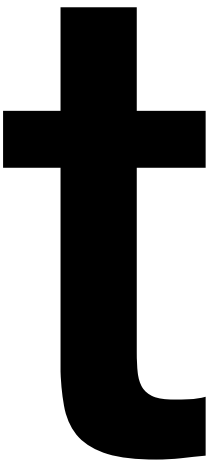

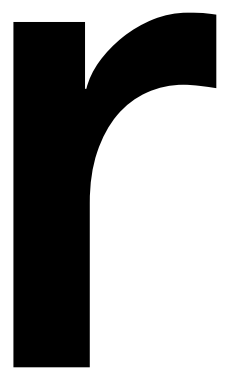

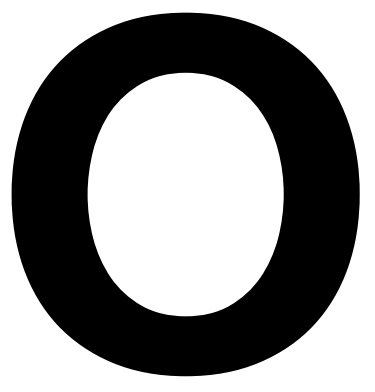

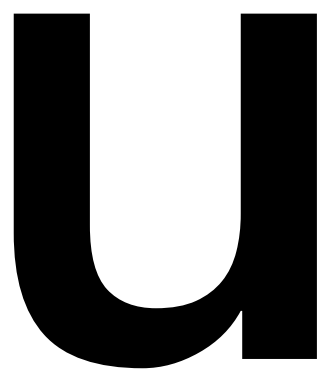

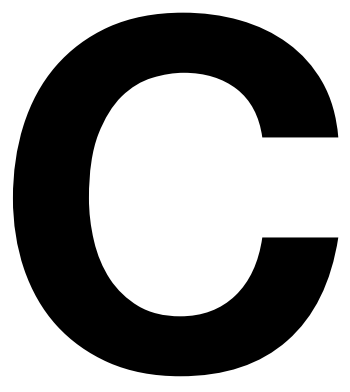

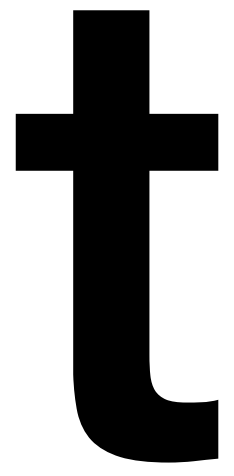

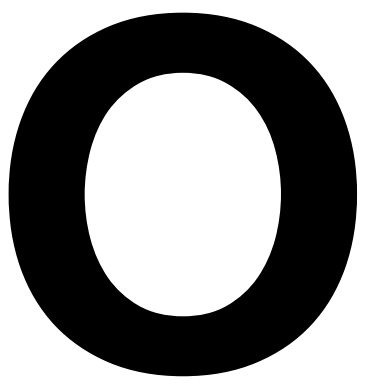

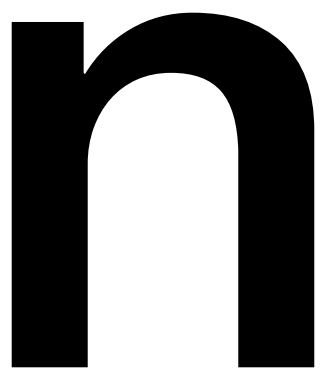

unity
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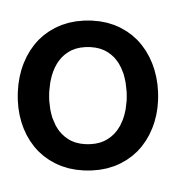
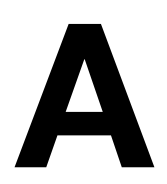
group
Trento

G

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