

# AI-based Games: Contrabot and What Did You Do?

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## ABSTRACT

AI-based games are good. We made CONTRABOT and WHAT DID YOU DO?.

## Categories and Subject Descriptors

Applied Computing [Computers in other domains]: Personal computers and PC applications—*Computer games*

## General Terms

Design

## Keywords

Game AI, design patterns

## 1. INTRODUCTION

AI-based games, woo!

[1]

## 2. REFERENCES

- [1] G. Smith, A. Othenin-Girard, J. Whitehead, and N. Wardrip-Fruin. PCG-based game design: creating Endless Web. In *7th International Conference on the Foundations of Digital Games*, pages 188–195. ACM, 2012.