

ACHIEVING UNPREDICTABLE AND COMPLEX AI FOR A 3D GAME

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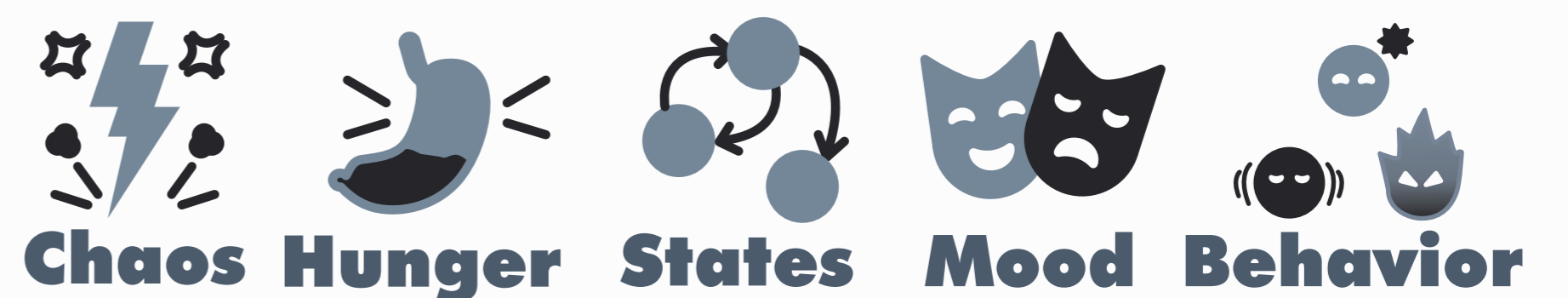
Figure 1

Playable character's AI depends on:



Figure 2

Non-playable character's AI depends on:



Non-playable character detection – Made sound:

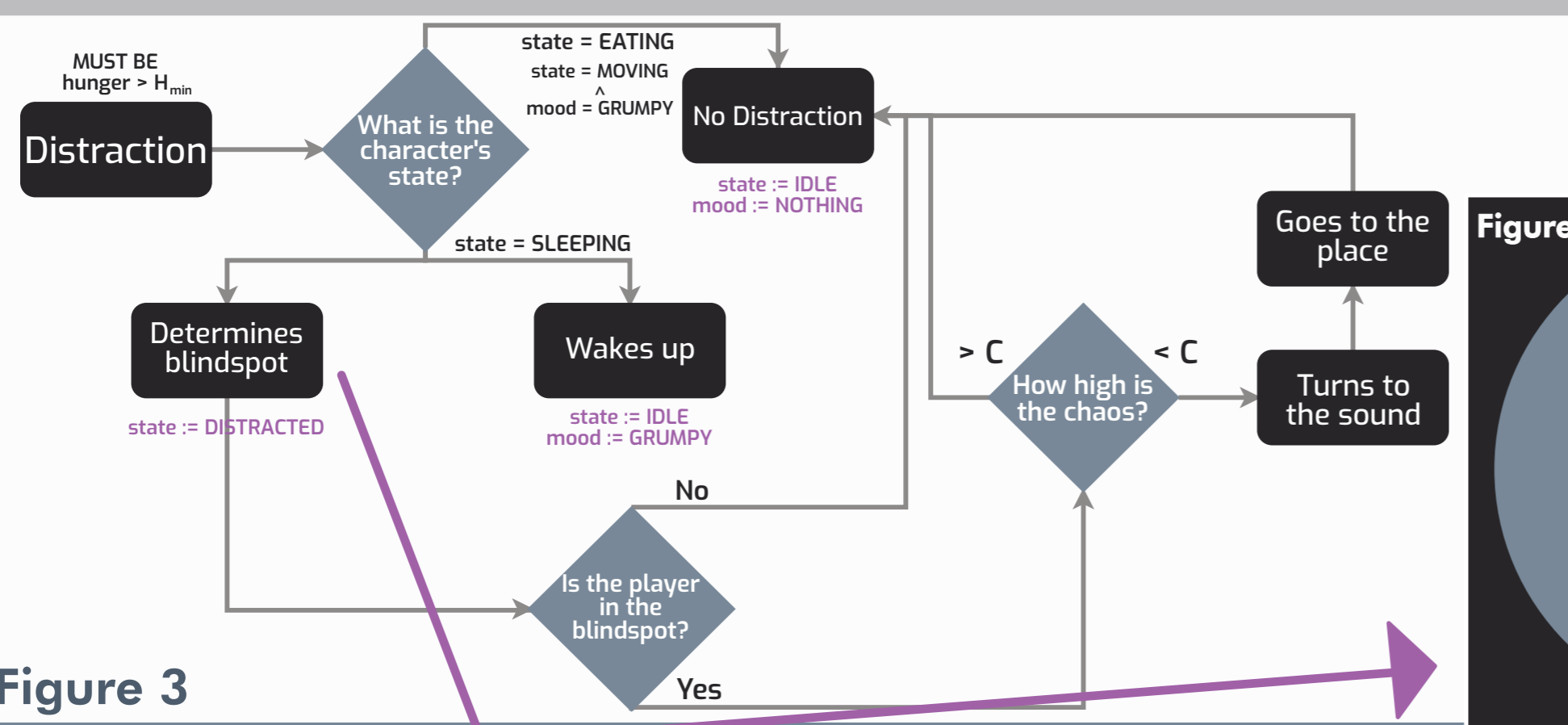


Figure 3

Non-playable character detection – Threw item:

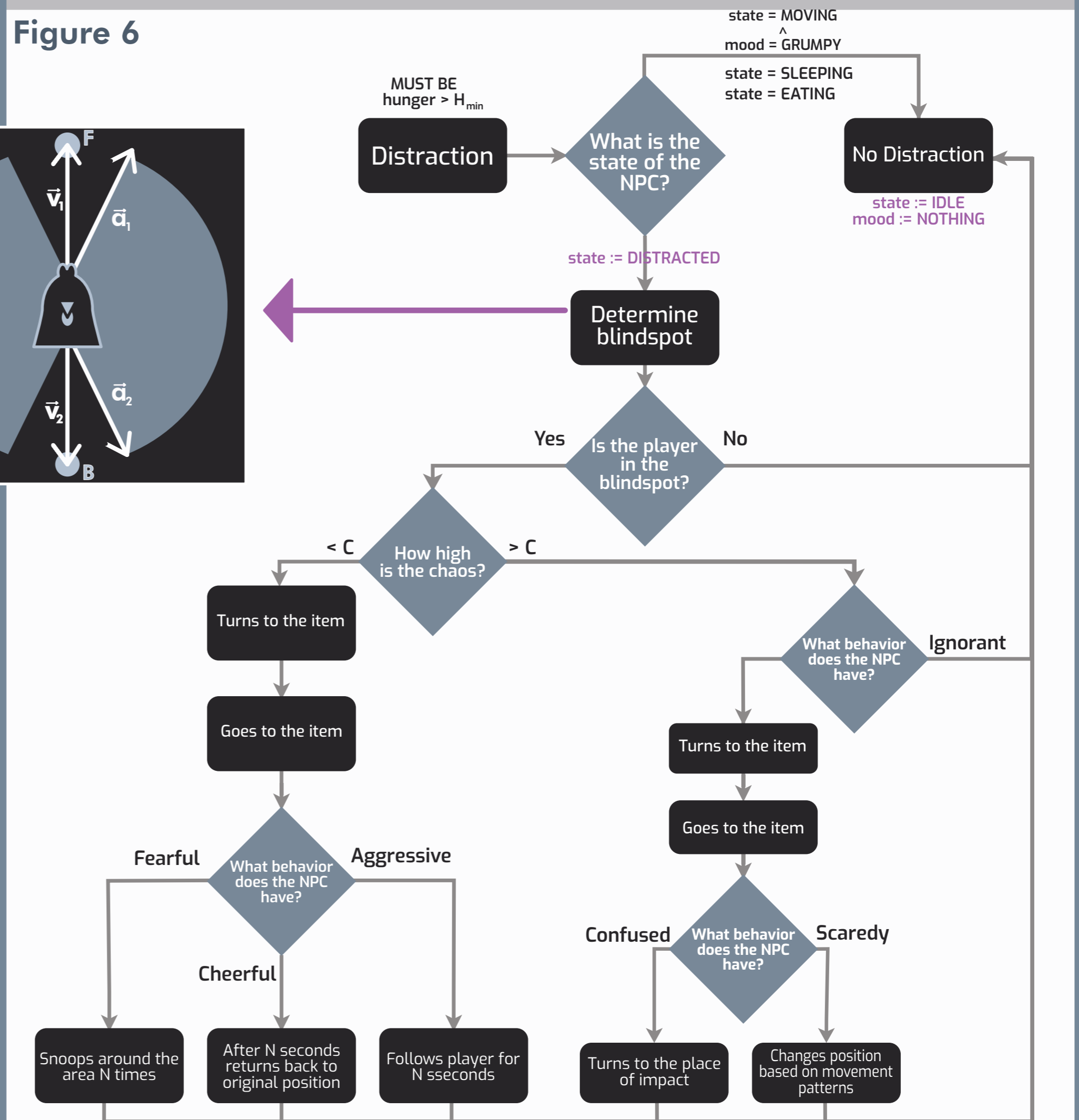


Figure 6

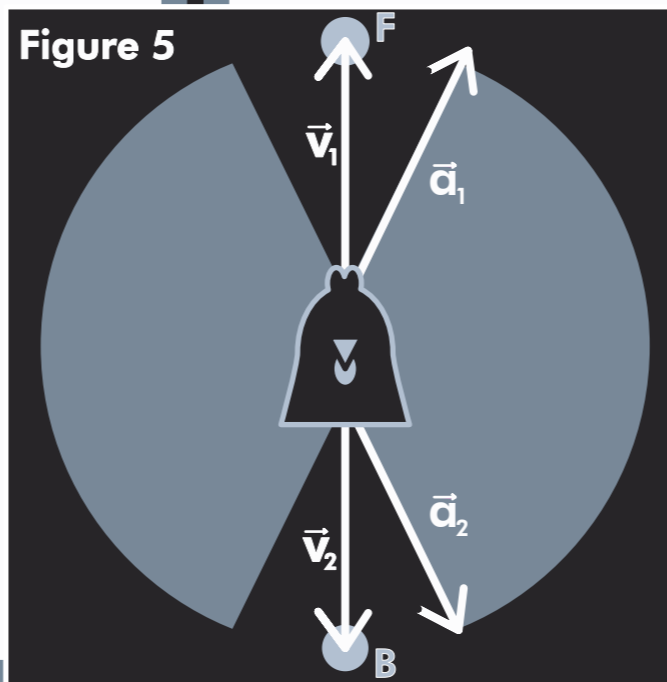


Figure 5

Non-playable character detection – 'Bad' Item:

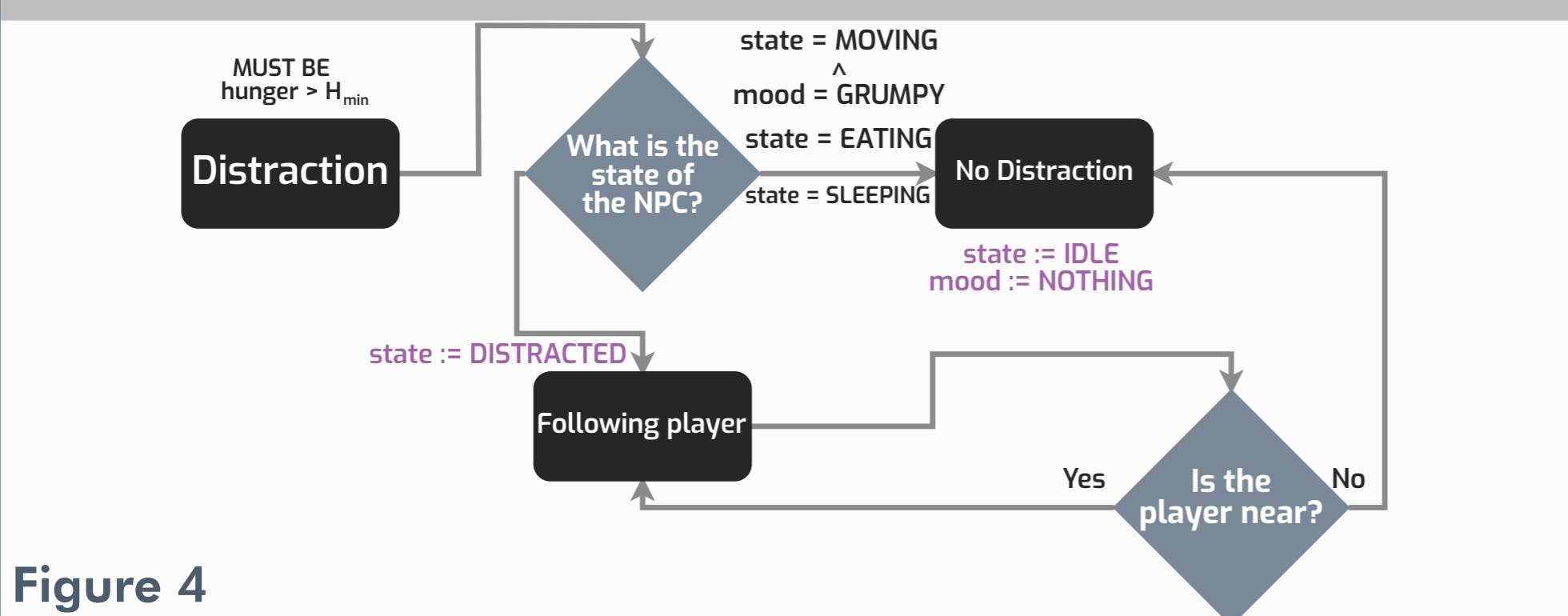


Figure 4

Non-playable characters – Generic Behavior

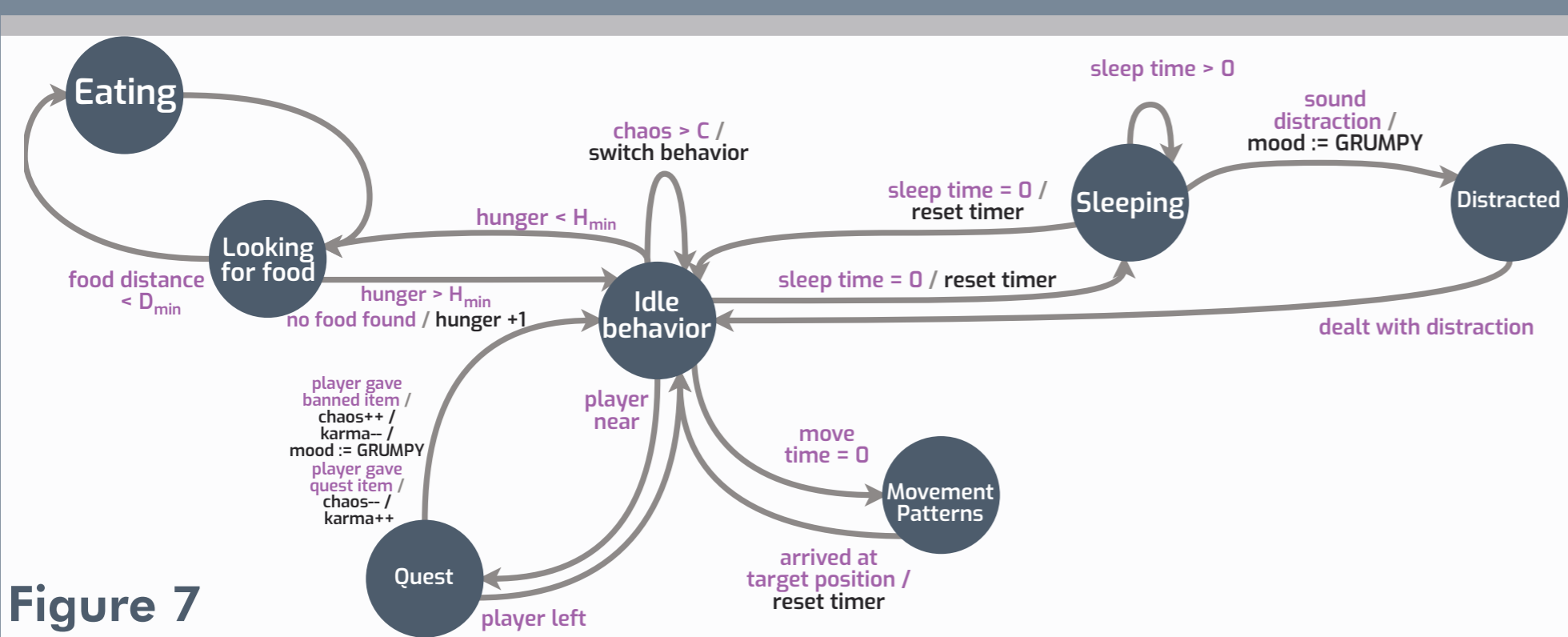


Figure 7

Movement Patterns

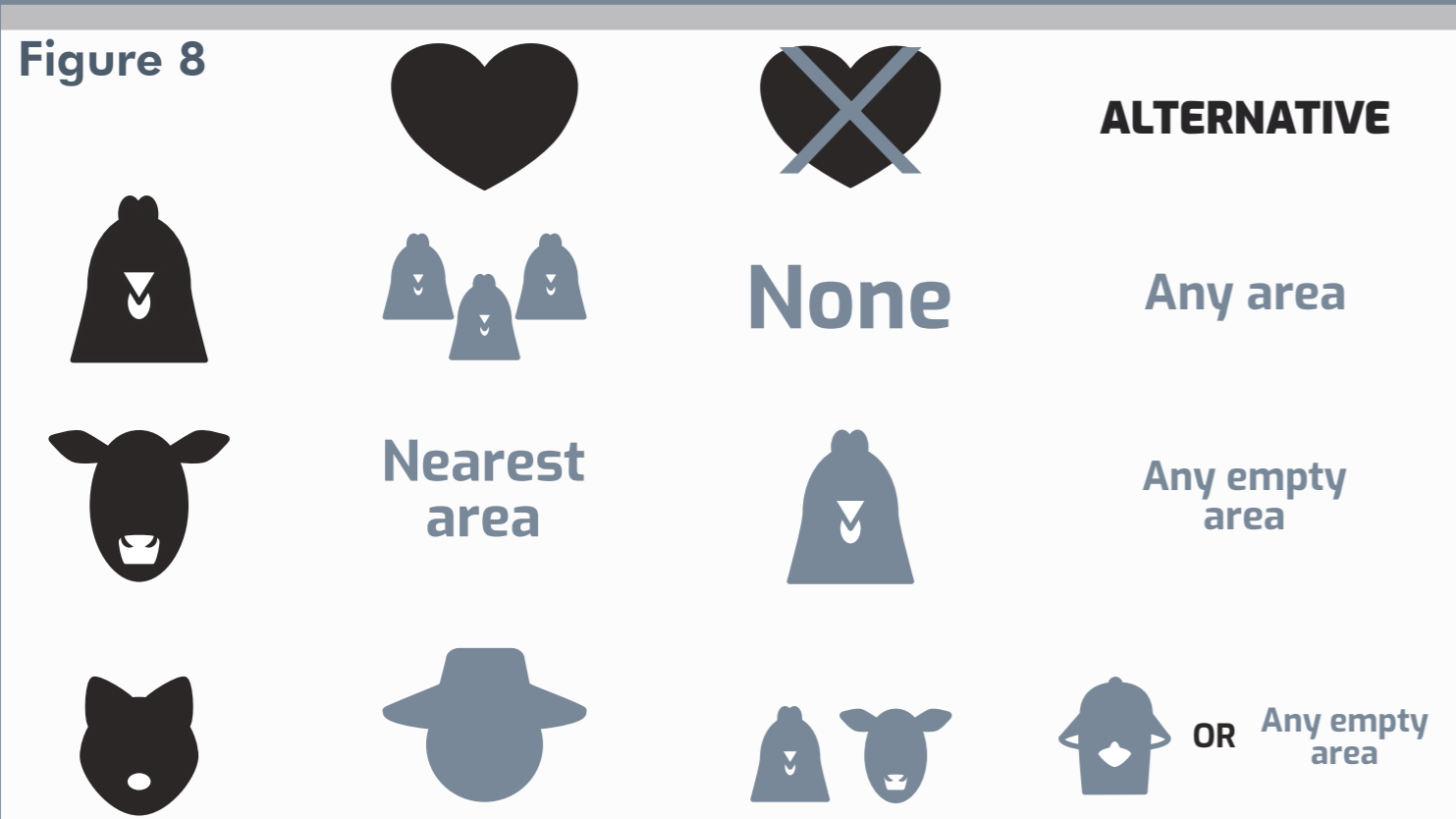


Figure 8

Playable character – So how does it work?

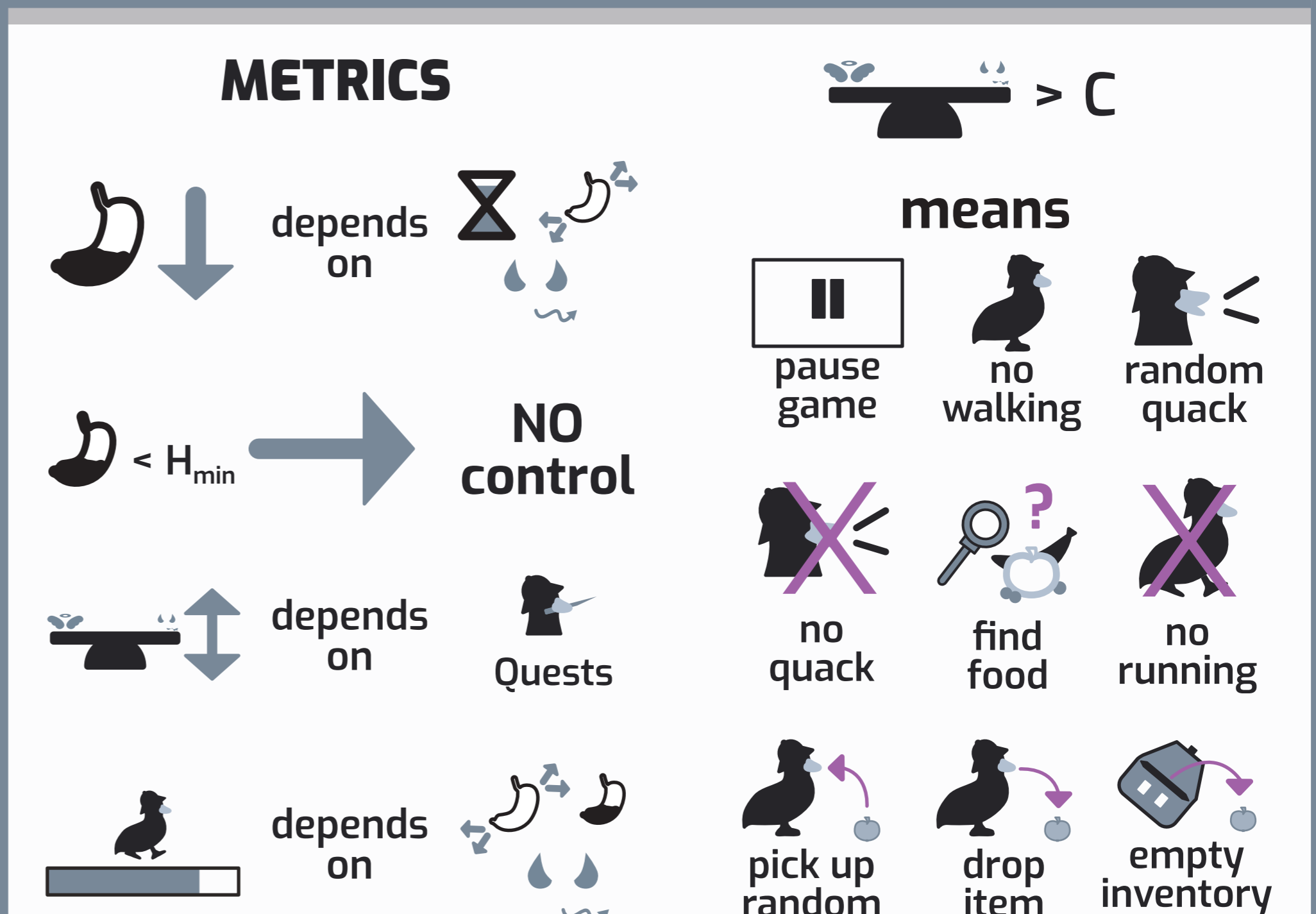


Figure 9