Mindluster Platform

About the course Hands on Game AI Development

In video games, artificial intelligence (AI) is used to generate responsive, adaptive or intelligent behaviors primarily in non-player characters (NPCs) similar to human-like intelligence. Artificial intelligence has been an integral part of video games since their inception .

Programming Category's Courses

Course Lesson(5)

Lesson 1 : **Hands on Game AI Development The Course Overview | packtpub com**

Lesson 2 : **Hands on Game AI Development What Is a Decision Tree | packtpub com**

Lesson 3 : **Hands on Game AI Development What Is a Finite State Machine | packtpub com**

Lesson 4 : **Hands on Game AI Development Graphs for Pathfinding | packtpub com**

Lesson 5 : **Hands on Game AI Development Path Planning | packtpub com**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize

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