

人工智能在游戏开发中的应用

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游戏AI

是什么
为什么
怎么做

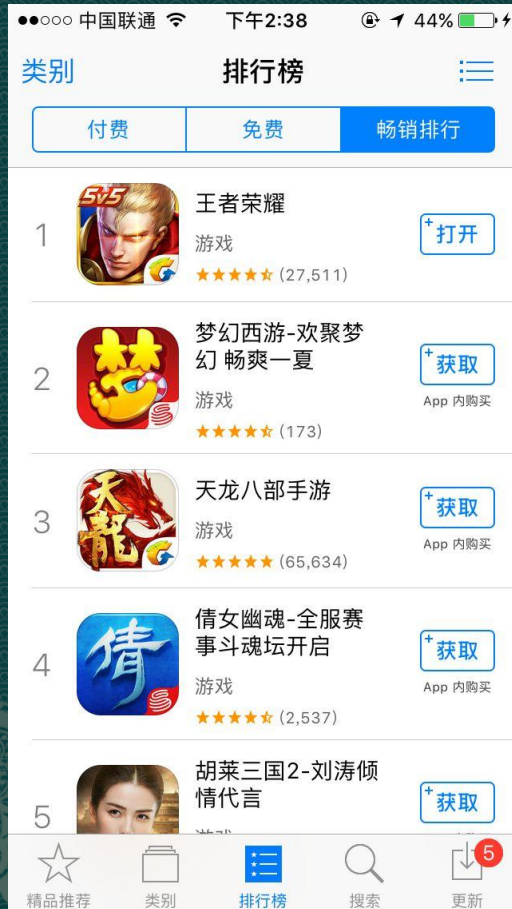


什么是游戏 AI

寻路



为什么游戏需要AI



PVE和PVP都需要AI

怎么实现游戏AI



案例：足球AI的实现

Unity

<https://unity3d.com/cn/>

BehaviorDesigner

<http://www.opsive.com/assets/BehaviorDesigner/>

案例：足球AI的实现

进攻，防守，守门员

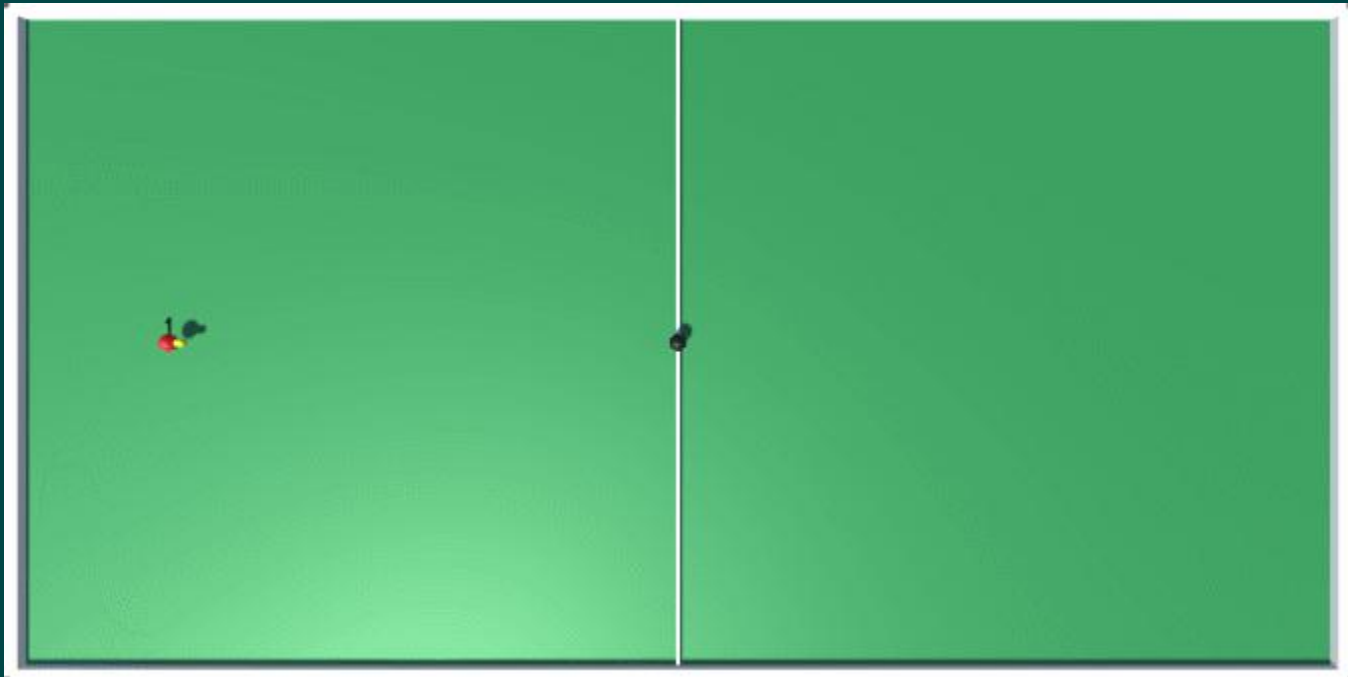


案例：足球AI的实现

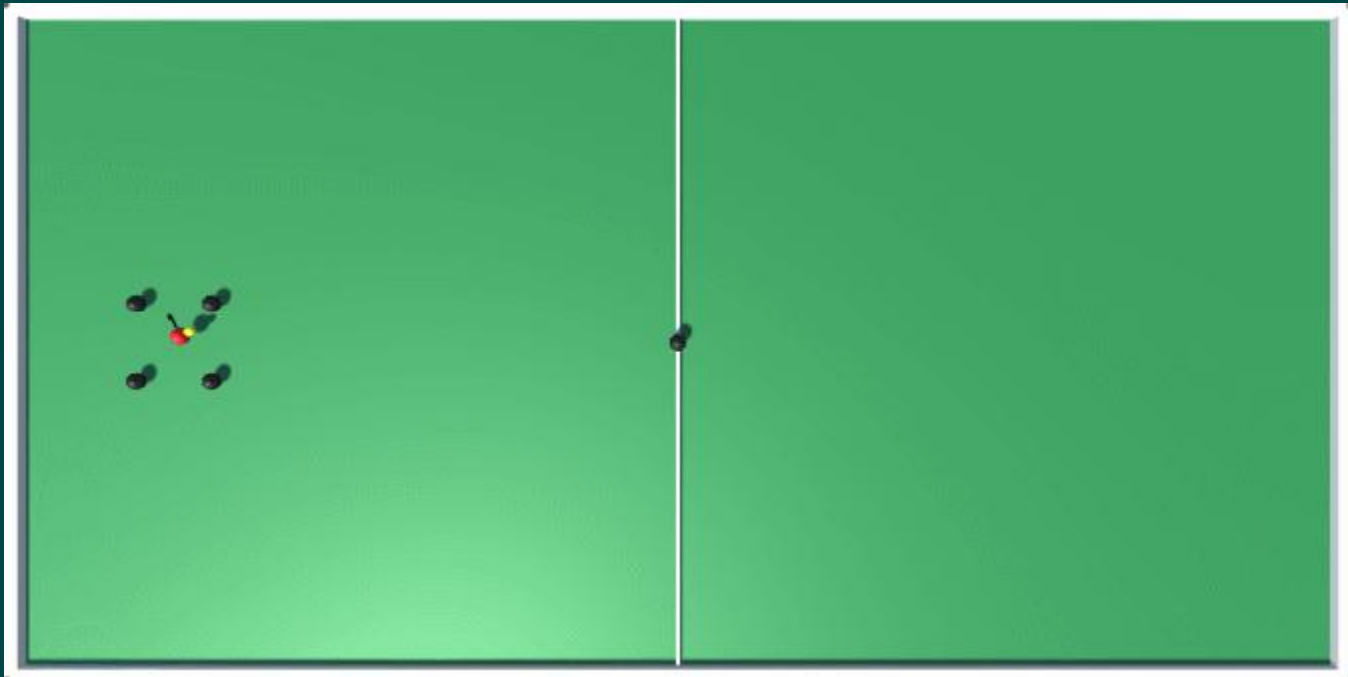
寻路，巡逻，踢球



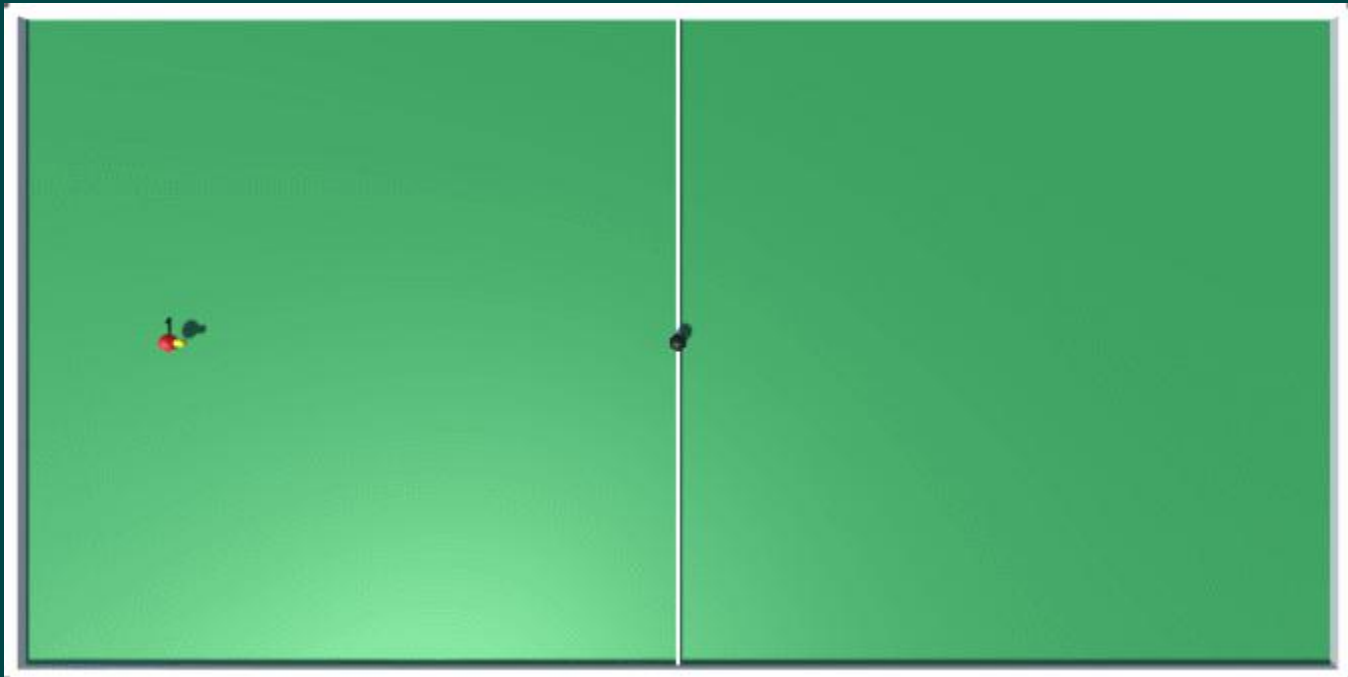
寻路



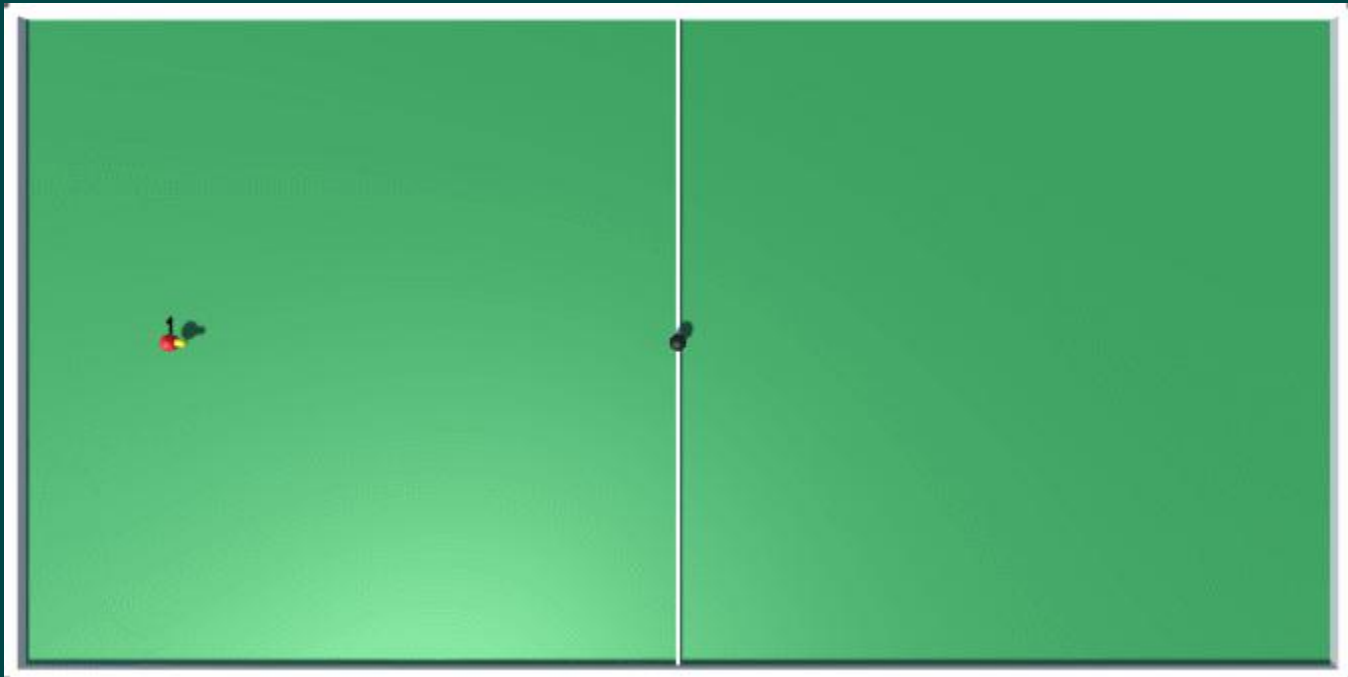
巡逻



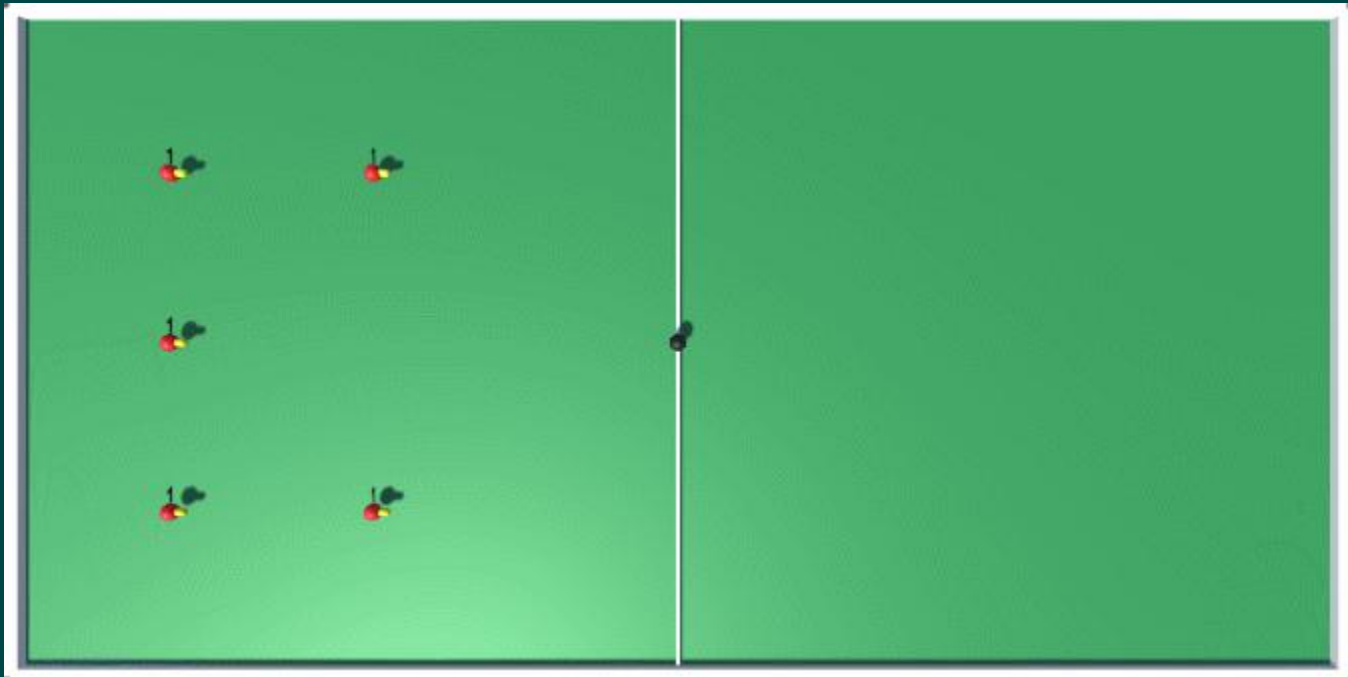
踢球



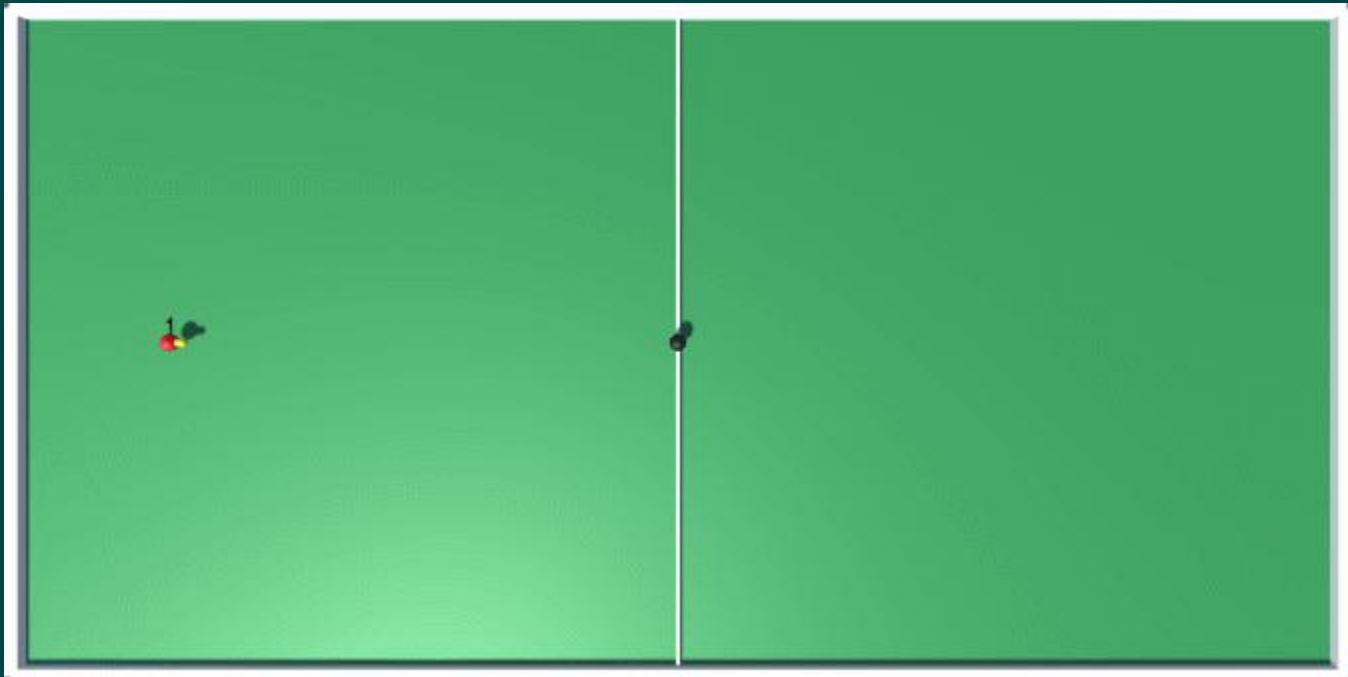
进攻



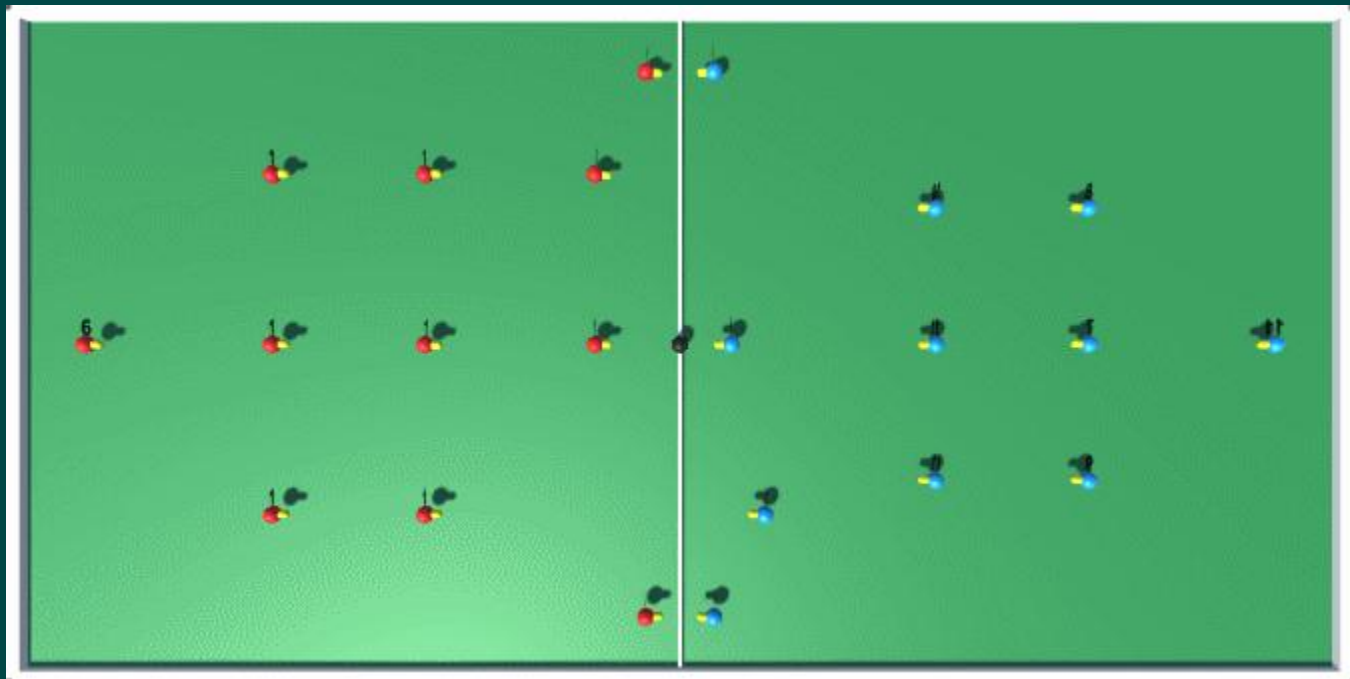
防守



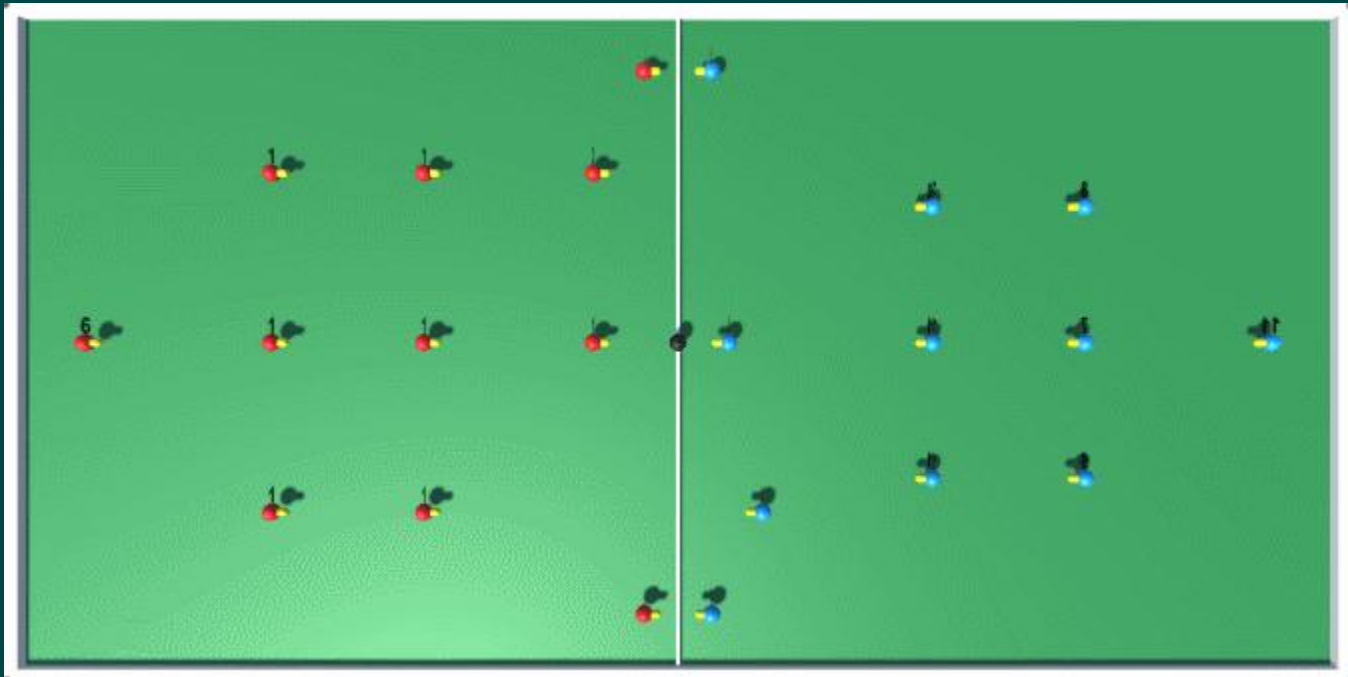
守门员



组合AI



组合AI



改进

- ◇ 球场太小
- ◇ 配置：巡逻范围，球员速度
- ◇ 策略：传球，射门

谢谢