GAME220: Artificial Intelligence for Games

This course is an introduction to the various techniques and algorithms used for the implementation of artificial intelligence in video games. Topics will include finite state machines, randomness and probability, sensory systems, flocking, path-following and path-finding, steering behaviors, navigation mesh, behavior trees, and machines learning. Students will be able to develop artificial intelligence for game characters in games using a variety of tools and APIs available using modern game development environment.

Credits: 4
Lab Hours: 0
Lecture Hours: 4
Prerequisites:
CISM135 or CISM154 and GAME150
Program: Game Design and Development