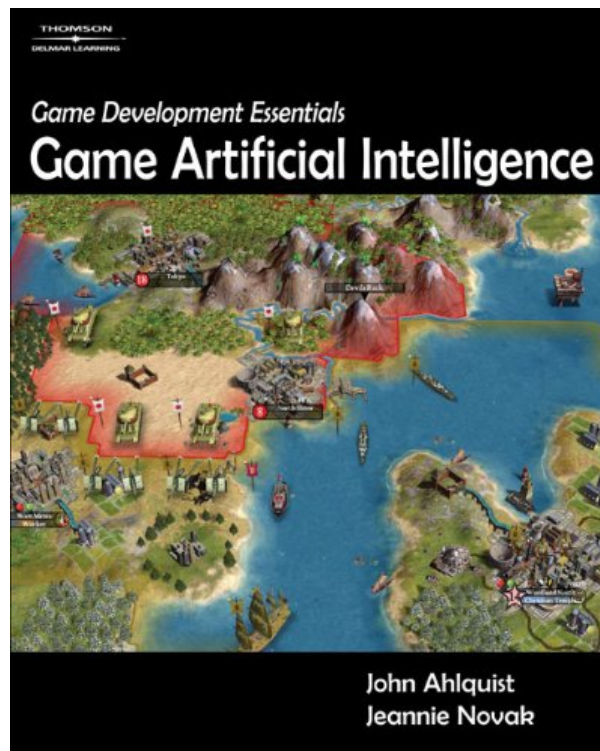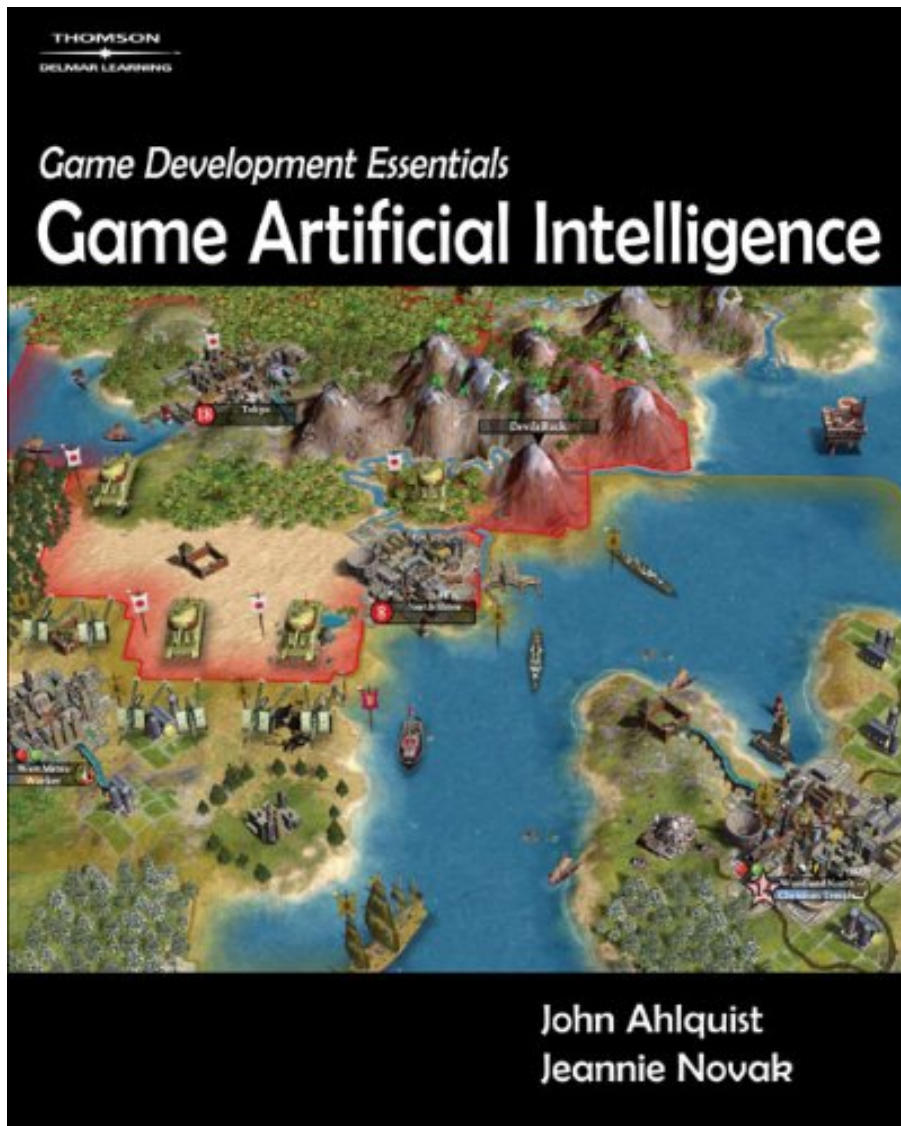# GAME DEVELOPMENT ESSENTIALS: GAME ARTIFICIAL INTELLIGENCE BY JR., JOHN B. AHLQUIST, JEANNIE NOVAK



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About the Author
Jeannie Novak is lead author and series editor of Thomson's Game Development Essentials series. Through Indiespace, an interactive entertainment company she founded in 1994, Jeannie consults with creative professionals in the music, film, and television industries to help them migrate to the game industry. Novak is a game instructor and course development expert at the Art Institute Online, UCLA Extension, Art Center College of Design, Academy of Entertainment and Technology at Santa Monica College, DeVry University, and Westwood College. John B. Ahlquist, Jr. is the founder of Ahlquist Software and was the Lead Engineer of Lord of the Rings: Battle for Middle Earth, and Command & Conquer: Generals.

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Written by experts with years of gaming industry experience developing today's most popular games, Game Development Essentials: Game Artificial Intelligence provides an engaging introduction to "real world" game artificial intelligence techniques. With a clear, step-by-step approach, the book begins by covering artificial intelligence techniques that are relevant to the work of today's developers. This technical detail is then expanded through descriptions of how these techniques are actually used in games, as well as the specific issues that arise when using them. With a straightforward writing style, this book offers a guide to game artificial intelligence that is clear, relevant, and updated to reflect the most current technology and trends in the industry.

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Most helpful customer reviews

Waste of money
By MilitaryMan
I am very disappointed with this book. I wanted to learn more about wargaming AI and I thought this book would be perfect. Unfortunately, this book is next to useless. The types of advice you are given in this book are "Creating AI that appears intelligent is important when building game AI" and "Each game has different AI requirements" and "Once the game design takes shape, the AI behaviors can be specified, and the AI system designed". You'd forgive the authors for stating such obvious statements in the first chapter, but those quotes were taken from chapters 8 and 9 of a 9-chapter book! The book is almost entirely fluff. I've never programmed gaming AI and I could've written nearly everything in the book (except the pathfinding section - and even that was disappointing) There's just nothing in this book that is concrete about AI programming...just many statements about how "a scripting language can be customized to do specific operations necessary or useful in the game". Well, of course it can. Even the pseudo code is useless. It has code such as this: if (enemy.withindistance) then { attack }. The CD was also overly simplistic with different programs showing a stick man moving towards a coin. I could've gotten better gaming AI advice from a "tic-tac-toe playing" chicken.

Again, overall, a complete waste of money.

Four Stars
By William McColl
great book

Five Stars
By Amazon Customer
Great book. Gave me great insight into AI.

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