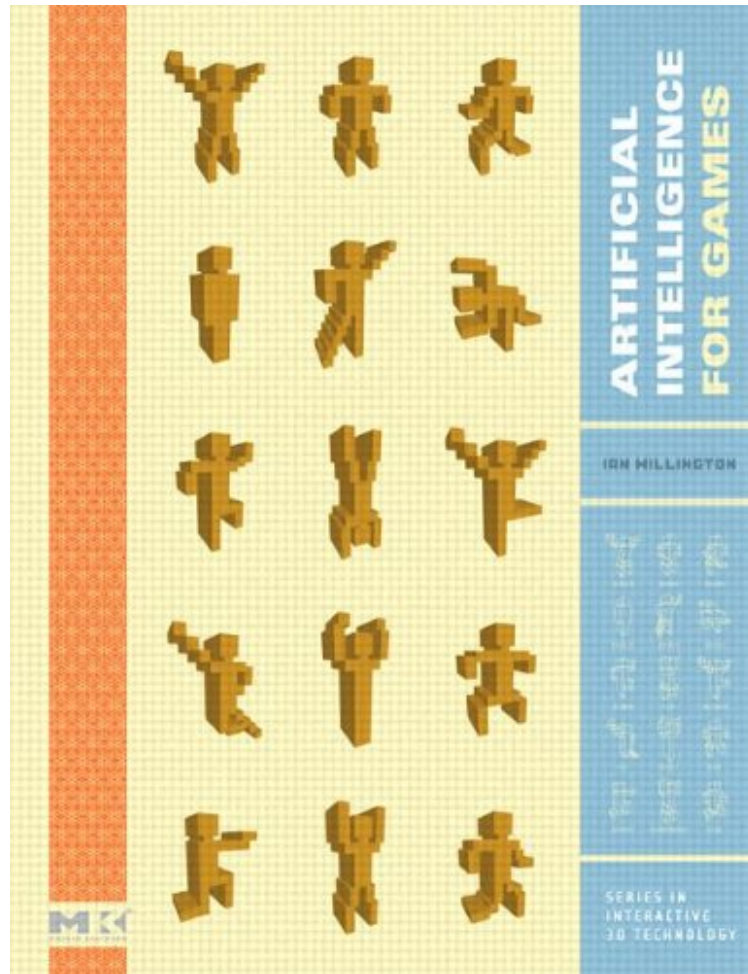


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## Artificial Intelligence for Games (The Morgan Kaufmann Series in Interactive 3D Technology)

*Ian Millington*

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**Ian Millington : Artificial Intelligence for Games (The Morgan Kaufmann Series in Interactive 3D Technology)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Artificial Intelligence for Games (The Morgan Kaufmann Series in Interactive 3D Technology):

0 of 0 people found the following review helpful. An excellent overview of AI for game development By Rusty I've owned this book in hardcover for some time, and it's been such a valuable resource that I recently purchased the Kindle version so that I could refer to it directly on my computer via the Kindle Reader for Windows. This book contains excellent coverage of steering behaviors, navigation and path planning, behavior trees and state machines, and goal-oriented action planning. Essentially everything we needed for our current project. Following the descriptions

and mentally working through the pseudo-code examples, I have been able to create relatively high-performance and flexible implementations of all of the aforementioned components in the C# programming language for use in the Unity game engine. I've owned a few other books on artificial intelligence for games, and this one is the most detailed and practical of them all. I definitely recommend picking up this book for anyone with an interest in the subject.

7 of 7 people found the following review helpful. Excellent C++ Source for AI  
By J. Wrenholt  
This is a very solid book on AI for games. The C++ source code provided with the book is excellent. While the examples are visually unexciting, they demonstrate the power of the book's principles without the clutter that a complete graphics game would require. I was able to compile and build all the examples on the CD in one evening. The code demonstrates many of the best practices of C++ programming and design patterns. The author builds up a nice AI engine as you progress through the book. The C++ code from the CD (or web-site) is well commented and ties exactly into the pseudocode in the book.

Millington goes into considerable detail as he reveals the power of Artificial Intelligence for Games. He carefully explains each step including the math and physics required to carry out the execution. It is obvious that he has a great deal of experience in writing computer games. He shows you a clear solid way of doing things and then discussed the strengths and weaknesses by comparing it to other techniques and addressing possible optimizations. To read and understand this book takes time and hard work. Artificial Intelligence is a large and complex topic in math and computer science programs. The author has brought many nuggets of wisdom from that branch of research and made them understandable and useful for game programmers. Not an easy job, but Millington is one of the best at explaining difficult concepts in a clear and straight forward way.

The other reviewer's that are knocking this book because of the code, don't know what they are talking about. The code is excellent and what makes this a 5-star pick.

1 of 1 people found the following review helpful. Great academic approach of AI  
By Albert  
This book is really good and is different from other ones in the field of Artificial Intelligence. Millington explains difficult stuff in an easy and readable way. I like the academic approach of the book, I used it during my last year in college and it turned out really useful. If you want implementation details you have the source code in c++. The use of pseudocode is the best idea when writing these sort of books.

Creating robust artificial intelligence is one of the greatest challenges for game developers. The commercial success of a game is often dependent upon the quality of the AI, yet the engineering of AI is often begun late in the development process and is frequently misunderstood. In this book, Ian Millington brings extensive professional experience to the problem of improving the quality of AI in games. A game developer since 1987, he was founder of Mindlathe Ltd., at the time the largest specialist AI company in gaming. Ian shows how to think about AI as an integral part of game play. He describes numerous examples from real games and explores the underlying ideas through detailed case studies. He goes further to introduce many techniques little used by developers today. The book's CD-ROM contains a library of C++ source code and demonstration programs, and provides access to a website with a complete commercial source code library of AI algorithms and techniques.

"Ian Millington crosses the boundary between academic and professional game AI with his book Artificial Intelligence for Games. Most books either lack academic rigor or are rigorous with algorithms that won't work under the CPU constraints imposed by modern games. This book walks a line between the two and does it well. It explains algorithms rigorously while also discussing appropriate implementation details such as scheduling AI over time and using the right data structures. I will be using this book for my Game AI course." -Jessica D. Bayliss, Ph.D., Rochester Institute of Technology  
"This is the first serious attempt to create a comprehensive reference for all game AI practices, terminology, and know-how. Works like this are badly needed by the maturing video games industry. Systematic yet accessible, it is a must-have for any student or professional." -Marcin Chady, Ph.D., Radical Entertainment  
"This book promises to be the closest I've seen to what is needed in the field. I would highly recommend it for people in the industry." -John Laird, University of Michigan  
"Ian Millington's book is a comprehensive reference to the most widely used techniques in game AI today. Any game developer working on AI will learn something from this book, and game producers should make sure their AI programmers have a copy." -Dr. Ian Lane Davis, Mad Doc Software

About the Author  
Ian Millington is a partner of IPR Ventures, a consulting company developing next-generation AI technologies for entertainment, modeling, and simulation. Previously he founded Mindlathe Ltd, the largest specialist AI middleware company in computer games, working with on a huge range of game genres and technologies. He has a long background in AI, including PhD research in complexity theory and natural computing. He has published academic and professional papers and articles on topics ranging from paleontology to hypertext.