AI Rant: Please talk about architecture

Michael Dawe
mdawe@bighugegames.com
@mdawe

Our AI Summit Leaders

Truth to power?

Truth to power?

What Dave Said

- “AI is not your tools. Building a house? Don’t tell me about your hammer.”

Architecture is important

Uncle Charlie

- Salesman for Rheingold Brewery, NY
- Snow removal
- 2012 and I’m still shoveling

3 PRACTICAL REASONS TO TALK ABOUT YOUR ALGORITHMS

AI GAME PROGRAMMERS GUILD
GDC 12

Reason #1: People are interested in hearing about them

- GDC 2006: “3 States & A Plan”
- GDC 2007: “3 Approaches to Halo-style Behavior Tree AI”
- GDC 2008: Behavior trees used in games, probably
- GDC 2009: “AI Architecture and Design Patterns”
- GDC 2010: “Right tool for the job” panel
- GDC 2010: “Behavior Trees: Three Ways of Cultivating Strong AI”
- GDC 2011: “Modular AI Component Systems”

Reason #2: Matters to HW

8
9
HF
UT
BT
PL

Reason #3: Ongoing improvements

#AltDevBlogADay

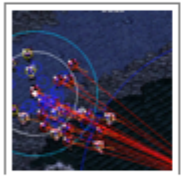
1. Behavior Tree Entrails (4 Comments)
2. Data-Oriented Behavior Tree Overview (1 Comment)
3. ...ted Streams Spring Behavior Trees (16 Comments)
4. ...laive Object-Oriented Behavior Tree Isn't Data-Oriented (10 Comments)

AiGameDev.com

ULTIMATE RELEASE — February 12th, 2012

Behavior Tree Starter Kit Source Release

EXPAND »



ULTIMATE PRESENTATION — October 31st, 2011

Applying Reactive Planning Idioms to Behavior Trees

EXPAND »

PREMIUM MASTERCLASS — January 25th, 2011

Oh, Behave! AI with Behavior Trees in Unity and C#

EXPAND »

AI GAME PROGRAMMERS GUILD

We’re done here

TAKING COVER

YOU'RE DOING IT WRONG!

TAKING COVER

YOU'RE DOING IT WRONG!

VIDEO GAME ENEMY AI

You're doing it right.