

A photograph of a person holding a large, light-colored sign with the words "ARCHITECTURE 5¢" written in black, hand-painted capital letters. The person is wearing a grey flat cap and a dark jacket. In the foreground, the backs of two other people's heads are visible; one is wearing a black beanie with a white geometric design, and the other is wearing a dark beanie. The background is slightly out of focus, showing a white tent-like structure.

ARCHITECTURE 5¢

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

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





Reason #3: Ongoing improvements

#AltDevBlogADay

AI Game Dev

1. [Behavior Tree Entrails \(4 Comments \)](#)
2. [Data-Oriented Behavior Tree Overview \(1 Comment \)](#)
3. [Delayed Streams Spring Behavior Trees \(16 Comments \)](#)
4. [Naive Object-Oriented Behavior Tree Isn't Data-Oriented \(10 Comments \)](#)

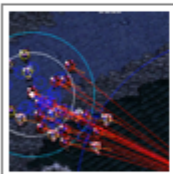


ULTIMATE RELEASE

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 »

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.