Letting Go: Collaborating with Designers to Embrace AI Behaviors

Daniel Brewer | Lead AI Programmer, Digital Extremes

Troy Humphreys | Senior AI Programmer, Turtle Rock Studios

Richard Rouse III | Senior Game Designer, Microsoft Game Studios

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Moderator:

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How do we get designers to "let go" and embrace AI behaviors?





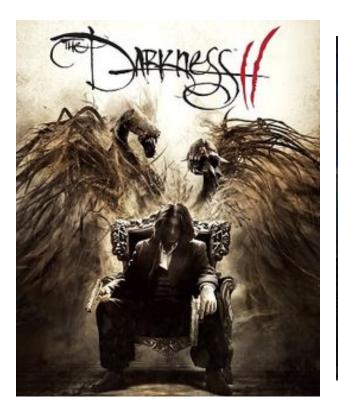




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Scripting vs. Not Scripting?

- Why/when is scripting OK?
- Why/when is it not?

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Too much scripting?

Building the System

- Too much control?
- Too little control?

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- Just certain levels of control?
- Layers of control?

Hybrid Scripted/Systemic

- Transitions In/Out of Scripting?
- Complications?

Build in overrides to scripted AI from the beginning!

Convincing Designers?

How does it benefit the game?

How does it benefit the designer?

How does it benefit the team?

Workflow and communication?

GDCONF.COM

Types of Designers?

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- The "control freak" designer
- The "I don't trust it" designer
- Case for a dedicated AI designer?

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Closing Summaries

Richard Rouse III

"I'm a huge fan of a super robust scripting solution that designers hardly use."

Brian Schwab

(Show)designers that they're not fully letting go; they're empowered with smart bombs to do more things!

Troy Humphreys

Communicate! What are you really trying to accomplish? And how can we help you?

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Daniel Brewer

If your script starts to look like crazy branching code taking into account all the possible things the player can do, or places the player can be, then it's time to 'let it go' and let the systemic AI do it's job.



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