

Letting Go: Collaborating with Designers to Embrace AI Behaviors

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Moderator:

Dave Mark | *President & Lead Designer, Intrinsic Algorithm*





**How do we get
designers
to “let go”
and embrace
AI behaviors?**





**USE THE
FORCE**





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AI behaviors?**





Scripting vs. Not Scripting?

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

Building the System

- Too much control?
- Too little control?
- 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?

Types of Designers?

- The “control freak” designer
- The “I don’t trust it” designer
- Case for a dedicated AI designer?

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?

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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