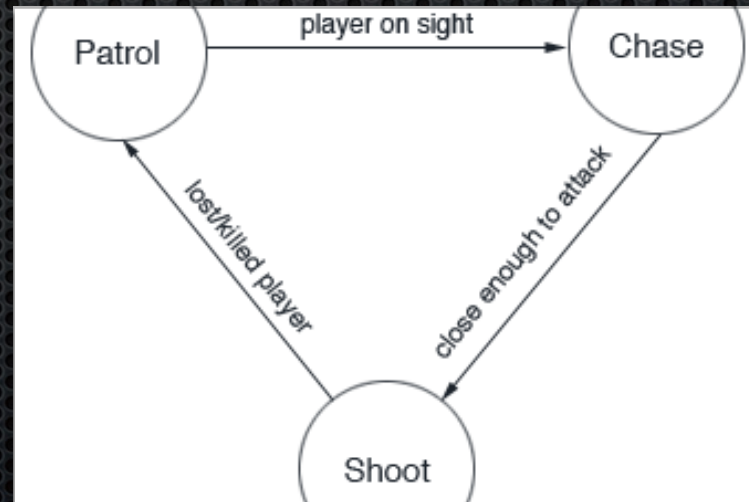
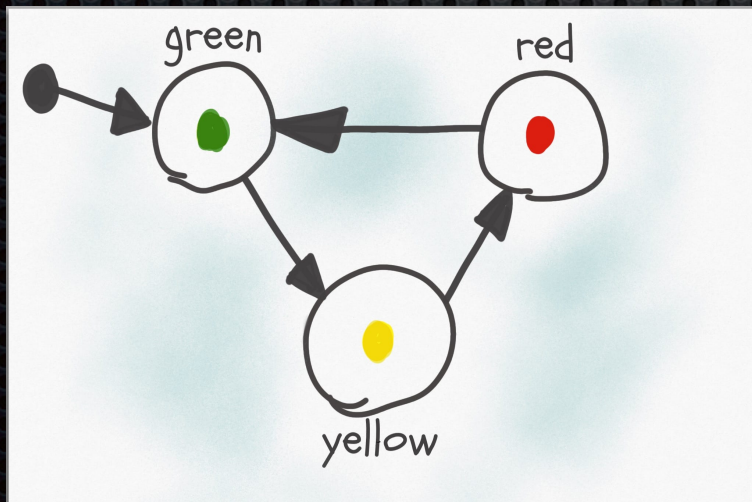


Finite State Machine

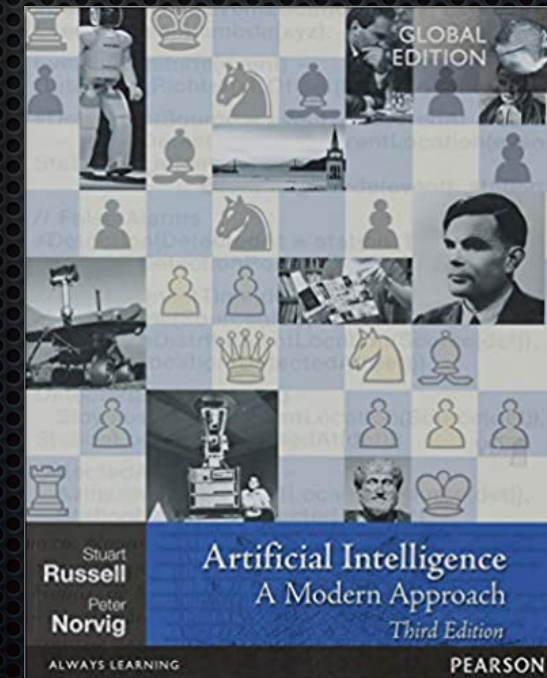
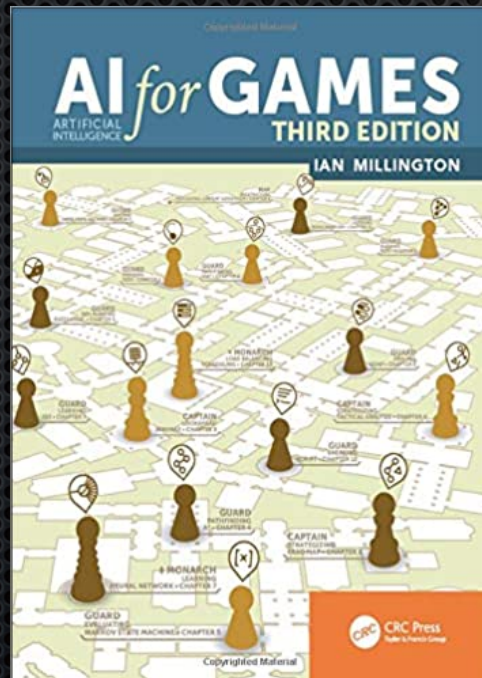
David Hackbarth



```
Script Unity (1 riferimento ad asset) | 0 riferimenti
public class AI : MonoBehaviour
{
    0 riferimenti
    private enum AISTate
    {
        Walking,
        Jumping,
        Attack,
        Death
    }
}
```

References

- AI for Games, Third Edition, Millington
- Artificial Intelligence: A Modern Approach, Russell, Prentice Hall

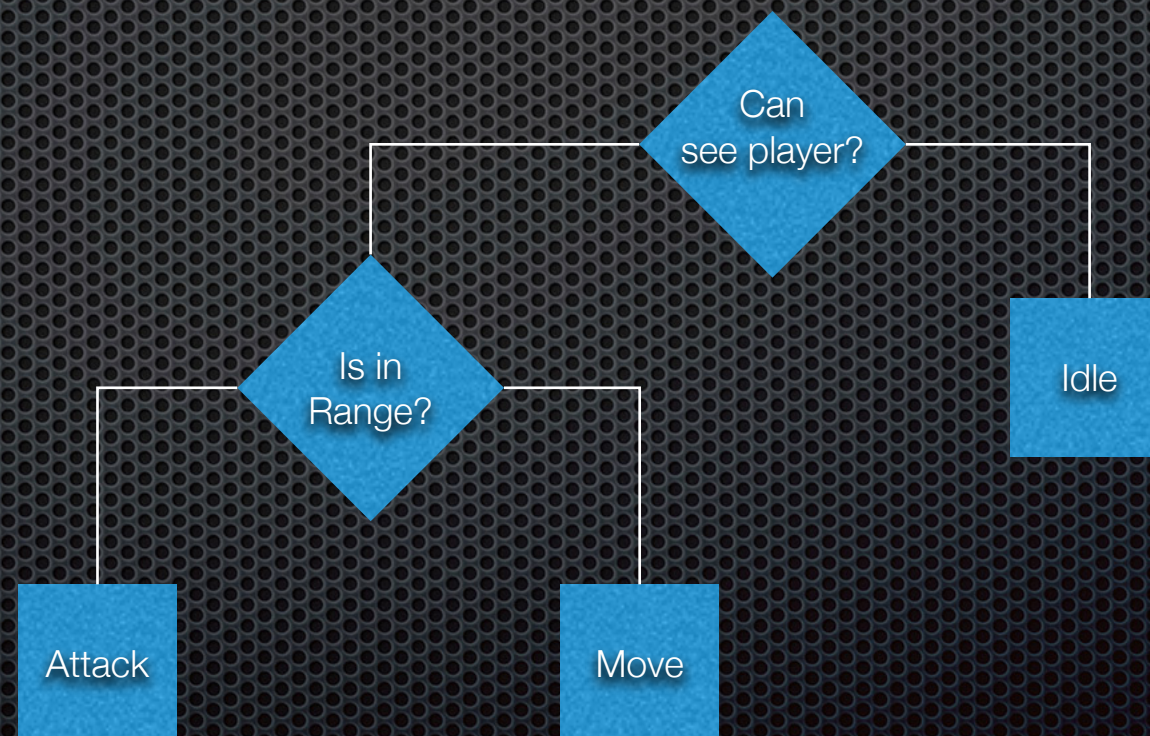


Decision Making

- basic ai concept
- everywhere in game development
- decision for
 - story
 - NPCs
- decision by
 - action
 - update/frame

Decision Tree

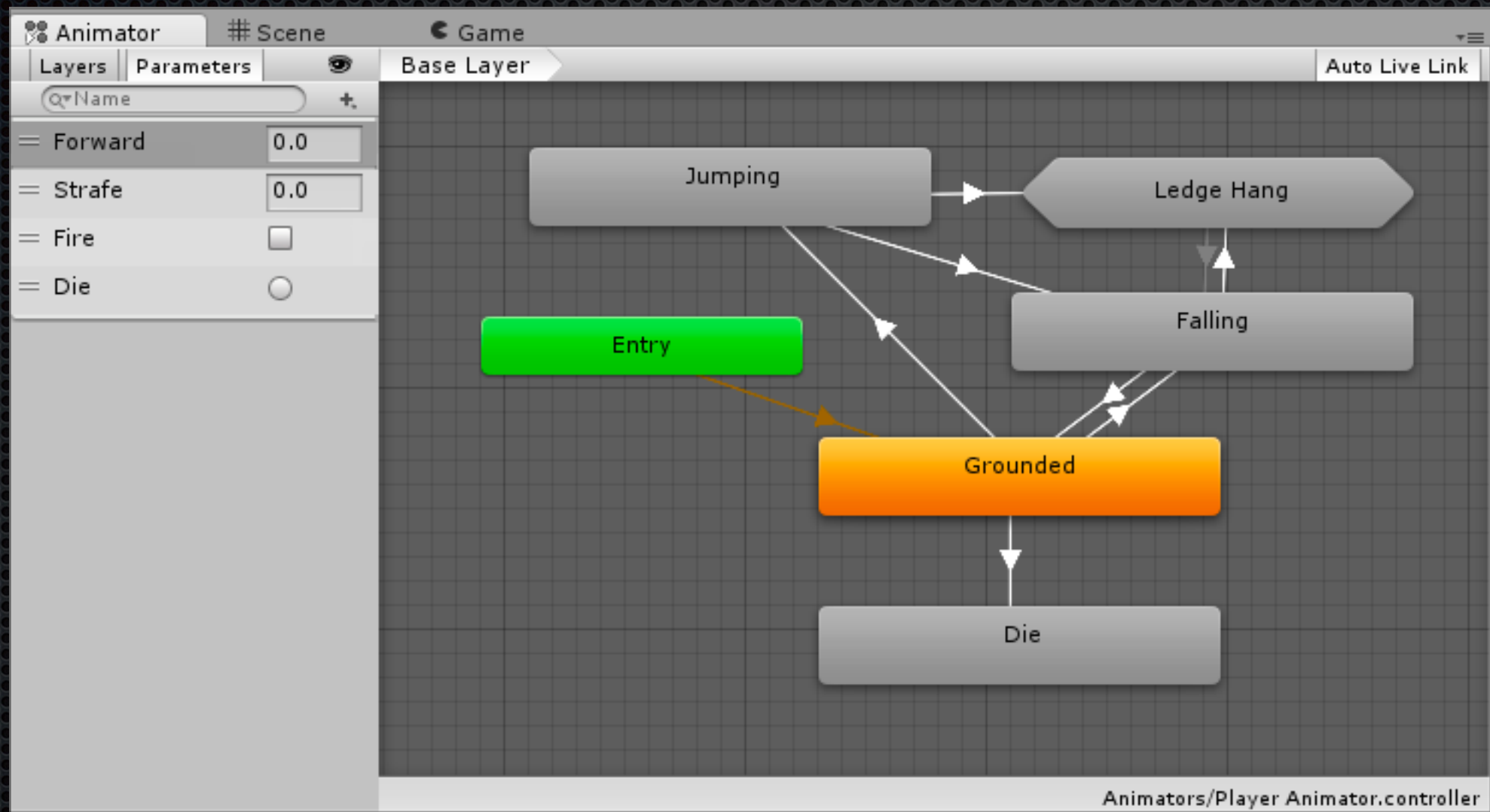
- ✦ binary tree => two options
- ✦ very fast
- ✦ very easy to implement



Finite State Machine

- more complex than decision tree
- states run every frame
- transitions between states
 - unidirectional
 - multiple possible
 - enter & exit actions
- sub state machines
- layering

Finite State Machine



State Design Pattern

