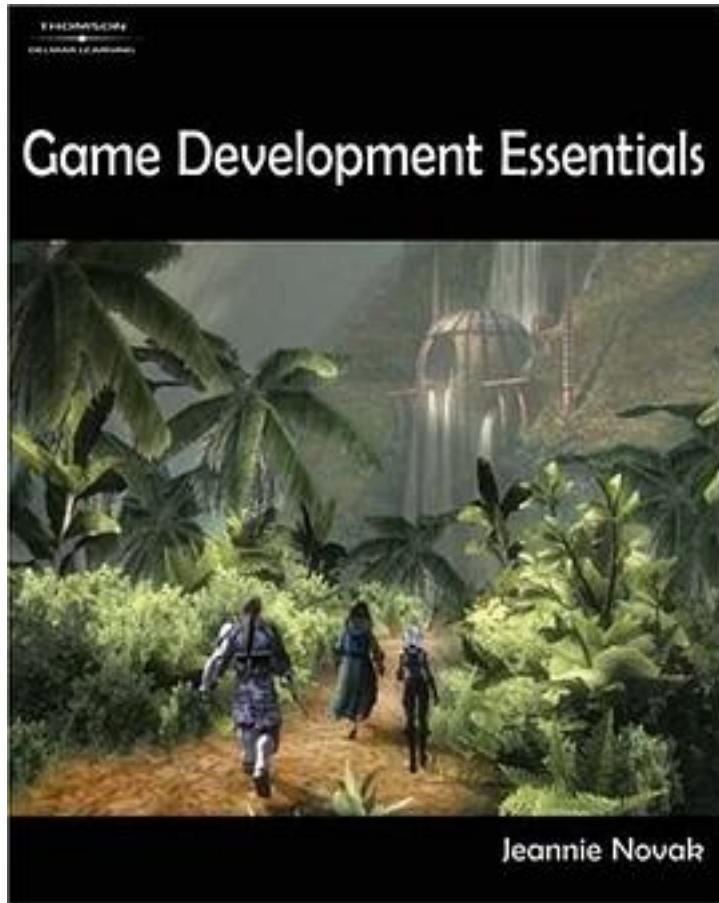


# Game Development Essentials



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Written by experts with years of gaming industry experience developing today's most popular games, Game Development Essentials: Game Artificial Intelligence provides an engaging introduction to "real world" game artificial intelligence techniques. With a clear, step-by-step approach, the book begins by covering artificial intelligence

techniques that are relevant to the work of today's developers. This technical detail is then expanded through descriptions of how these techniques are actually used in games, as well as the specific issues that arise when using them. With a straightforward writing style, this book offers a guide to game artificial intelligence that is clear, relevant, and updated to reflect the most current technology and trends in the industry.

作者介绍:

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Gmae Development Essentials

系列最便宜的一本书，不是定价便宜，而是卖价便宜，30多块大洋——此系列其他的书，大都在一百五六。讲游戏制作的人工智能，选题冷僻该是白菜价的原因所在吧？

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