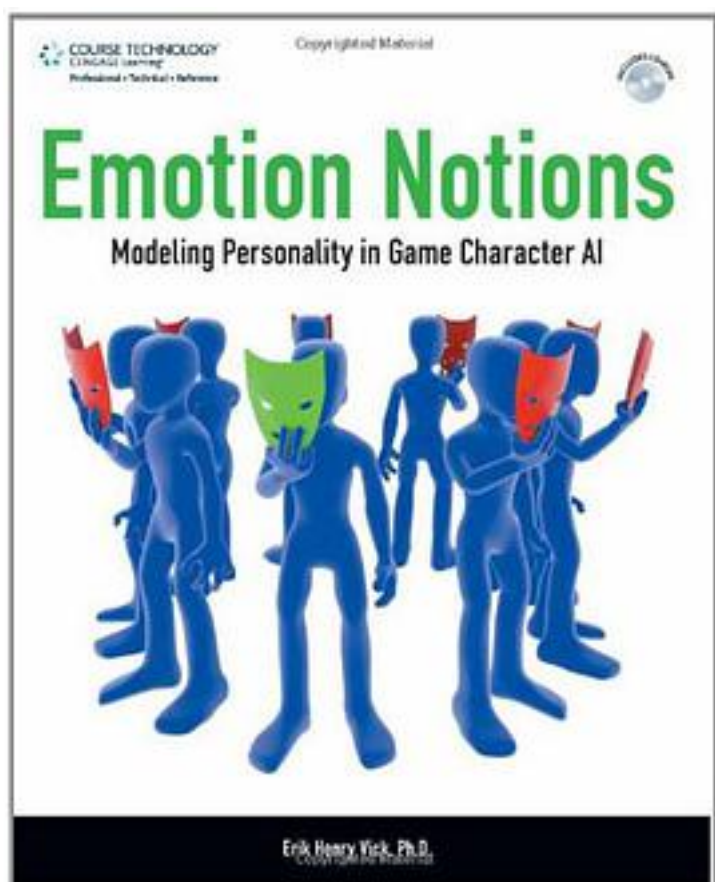# Emotion Notions

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Learn how to create more realistic and believable characters for video games using AI programming techniques.Written for novice to experienced game developers, "Emotion Notions: Modeling Personality in Game Character AI" shows you how to model human personality, mood, and emotion into your video game characters.

Adding personality to game characters allows them to portray intention, a necessary component of believability. You'll examine the theory and concepts behind video game artificial intelligence, such as believability, interaction, engagement, and immersion. Using 2D sprite-based games created with Microsoft XNA, you'll explore these game AI concepts in a simple game environment and learn how to apply them to all games. You'll learn how to model individuality, emotion, mood, and more to make your game characters more convincing and human-like as you work step-by-step through hands-on projects. All the source code and assets needed to complete the projects is included on the accompanying CD-ROM.

作者介绍:

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