GMD 420

AI in Games

GMD 401

Investigate, analyze, and design abstracts for working with artificial intelligence applications within games and simulations.

Demonstrate the ability to utilize the built-in functionality of navigation meshes, waypoint systems, and industry standard implementations of player movement and interaction for artificial intelligent applications within game engines.

Develop strategies on using AI to create robust experiences and more realism within cities, natural environments, non-player character engagements, enemy behavior, and more.

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.