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tiered AI in real-time strategy (RTS) games where the enemy
AI is commonly implemented in several layers at, say, the
unit, troop, and commander levels.

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and butter ” AI techniques used by the game development
industry, leading the reader through the process of
designing, programming, and implementing intelligent
agents for action games using the C++ programming
language. Techniques covered include state- and goal-
based behavior, inter-agent communication, individual and
group steering behaviors, team AI, graph theory, search,
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