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Creating robust artificial intelligence is one of the greatest challenges for game developers. The commercial success of a game is often dependent upon the quality of the AI, yet the engineering of AI is often begun late in the development process and is frequently misunderstood.

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Ian Millington is a British developer and author of books and courses on software development, particularly in the fields of artificial intelligence, decision support and game physics engine development.

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Artificial intelligence in video games - Wikipedia

Artificial intelligence has been an integral part of video games since their inception in the 1950s. The role of AI in video games has expanded greatly since its introduction. Modern games often implement existing techniques from the field of artificial intelligence such as pathfinding and decision trees to guide the actions of NPCs.