

About the Editor	p. vii
About the Contributors	p. ix
Introduction	p. xiii
Infected AI in The Last of Us	p. 1
Human Enemy AI in The Last of Us	p. 13
Ellie: Buddy AI in The Last of Us	p. 25
Realizing NPCs: Animation and Behavior Control for Believable Characters	p. 37
Using Queues to Model a Merchant's Inventory	p. 57
Psychologically Plausible Methods for Character Behavior Design	p. 65
Behavior Decision System: Dragon Age Inquisition's Utility Scoring Architecture	p. 73
Paragon Bots: A Bag of Tricks	p. 83
Using Your Combat AI Accuracy to Balance Difficulty	p. 95
1000 NPCs at 60 FPS	p. 105
Ambient Interactions: Improving Believability by Leveraging Rule-Based AI	p. 113
Stochastic Grammars: Not Just for Words!	p. 125
Simulating Character Knowledge Phenomena in Talk of the Town	p. 135

Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.