



F.E.A.R.

Game AI Evaluation

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What is F.E.A.R. ?

- FEAR is a First Person Shooter game
- Player takes on the role of an elite strike force team soldier ordered to infiltrate an aerospace compound taken over by unknown paramilitary assailants
- Main objective is to eliminate any hostile presence in the compound and to determine the reasons of their attack

F.E.A.R. Development

- Developed by Monolith Productions
- Utilizes “Jupiter EX” game engine developed by Touchdown Entertainment
 - DirectX 9 Renderer
 - Hovoc Physics Engine