

Fuzzy Logic

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World Objects

- Items
 - Direct effect on player state (e.g. health or armor)
 - No direct effect on player state (e.g. invincibility)
 - Strategies to maximize benefits of object collection are important for game bots to appear smart
- Contraptions (puzzles)
 - Generally designed to slow down escape or impede access to weapons (e.g. ladder or switch)
 - A sequence of player actions must precede their use

Test Bed

- Fairly easy to test object collection strategies (most game levels have lots of items)
- Presence of contraptions is relatively rare since these elements are often architecture centerpieces, so it is harder to test animat abilities to use them without creating simplified custom levels for training