



# AI Evaluation

David Nowell

CIS 588

2/14/05

Baldur's Gate



# How is AI used in the game?

Three types of NPC Characters:

- Allies
- Non-Offensive Characters
- Enemies



# Allies

- These start off with programmed responses. If the player has them join the party, they are then under his control. You can control their every action, or give them more general guidelines and allow them to decide how to achieve the goal, or give them no guidelines and let them decide what to do. The actions of the NPCs is determined via customizable scripts, letting the player decide how he wants the characters to act.