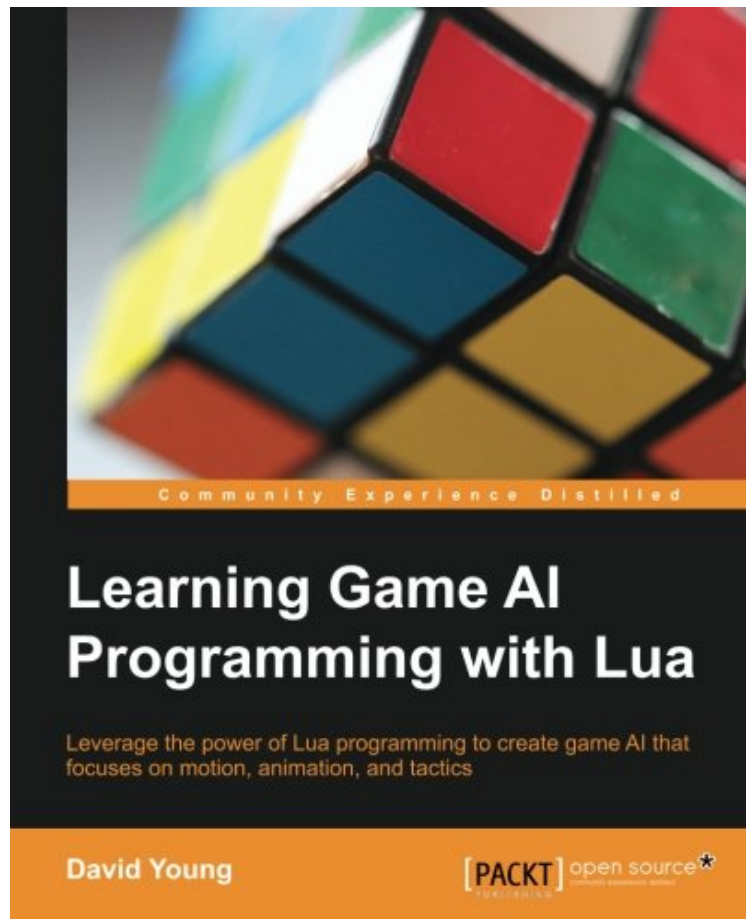


(Read now) Learning Game AI Programming with Lua

# Learning Game AI Programming with Lua

David Young

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**David Young : Learning Game AI Programming with Lua** before purchasing it in order to gage whether or not it would be worth my time, and all praised Learning Game AI Programming with Lua:

11 of 12 people found the following review helpful. This is a good book on game programming. By CPallini The book uses Lua scripting for implementing AI on a 3D game. Lua executes in a C++ framework (the sandbox) on the top of open source libraries like Ogre3D. Pros: - Lua scripting in a C++ framework is a very happy choice. - Focus is on practical AI. - The sandbox C++ code looks solid and is full accessible. - The companion code works out of the box. Cons: - In my opinion, the code/text ratio in the book is too high, more explanations would have been welcomed. To sum up, this is a good book, backed up by solid code (and good open source libraries) and you can actually script AI in a 3D game. Please note, in order to enjoy the book, you have to download the companion source code. 0 of 21 people found the following review helpful. Great buy!!!! By Jimmy franco This book is amazing , I recomend that you buy it and buy as a gift for all ur friends it's so informational and I must say I enjoyed reading it .

Leverage the power of Lua programming to create game AI that focuses on motion, animation, and tactics About This

**Book Focus** on programming game AI rather than handling low-level resource management  
**Bind Lua** to build a script-based game AI using a C++ backend that provides hooks for graphics, physics, and resource handling  
**A tutorial-based approach** where AI functionalities are layered piece by piece to create fully functional AI  
**Who This Book Is For** If you are a game developer or a general programmer who wishes to focus on programming systems and techniques to build your game AI without creating low-level interfaces in a game engine, then this book is for you.  
**Knowledge of C++** will come in handy to debug the entirety of the AI sandbox and expand on the features present within the book, but it is not required.  
**What You Will Learn** Create an animation state machine to drive AI animations within Lua  
Build and find paths on navigation meshes  
Write and debug Lua scripts within a full-scale Lua IDE  
Develop decision logic with behavior trees, state machines, and decision trees to build modular, reusable AI  
Manage short- and long-term knowledge representation with blackboard data structures  
Add sensory perception to give AIs the ability to see and hear  
Develop high-level tactics with multiple AIs based on influence maps  
**In Detail** Game AI can be easily broken up into a number of components such as decision making, animation handling, and tactics, but the balance and interaction between each system strikes a balance between good AI and bad AI.  
Beginning with an introduction to the AI sandbox, each new aspect of game AI is introduced, implemented, and then expanded upon. Going forward, you will learn to utilize open source libraries such as Ogre3D, Bullet Physics, OpenSteer, Recast, Detour, and Lua to create an AI sandbox with an entire codebase available to expand and step through.  
This is done through a step-by-step approach, from learning to move basic shapes to fully animating your soldiers. By the end of the book, your AI will be able to navigate, pathfind, manage animation playback, communicate, and perceive their environment.

**About the Author** David Young David Young is a professional software engineer who works within the game industry. He started his career at NASA's Deep Space Network and later moved to NASA's Jet Propulsion Laboratory for the Curiosity rover mission. After leaving NASA, he worked on the platform that powers Riot Game's League of Legends. David is pursuing a PhD at the University of Southern California, focusing on graphics research in the field of real-time hair rendering and simulation.