Heroes V Prototype AI

Background

Full context and an explanation what the included slides show is available at my blog in the post AI Architecture.

What is covered here

This presentation has three slides:

#1 H5 AI Design: A conceptional overview of the AI. It is entirely algorithmic and based on code that methodically analyses actions that can happen. The goal of the AI is to develop a strategic plan that optimizes the outcome of a chosen course of action.

#2 Specific AI Architecture: An overview of the software components that implement the AI design and how these work together.

#3 General AI Architecture: An overview of the general AI technology underlying the prototype. This shows its universal applicability.

Contact

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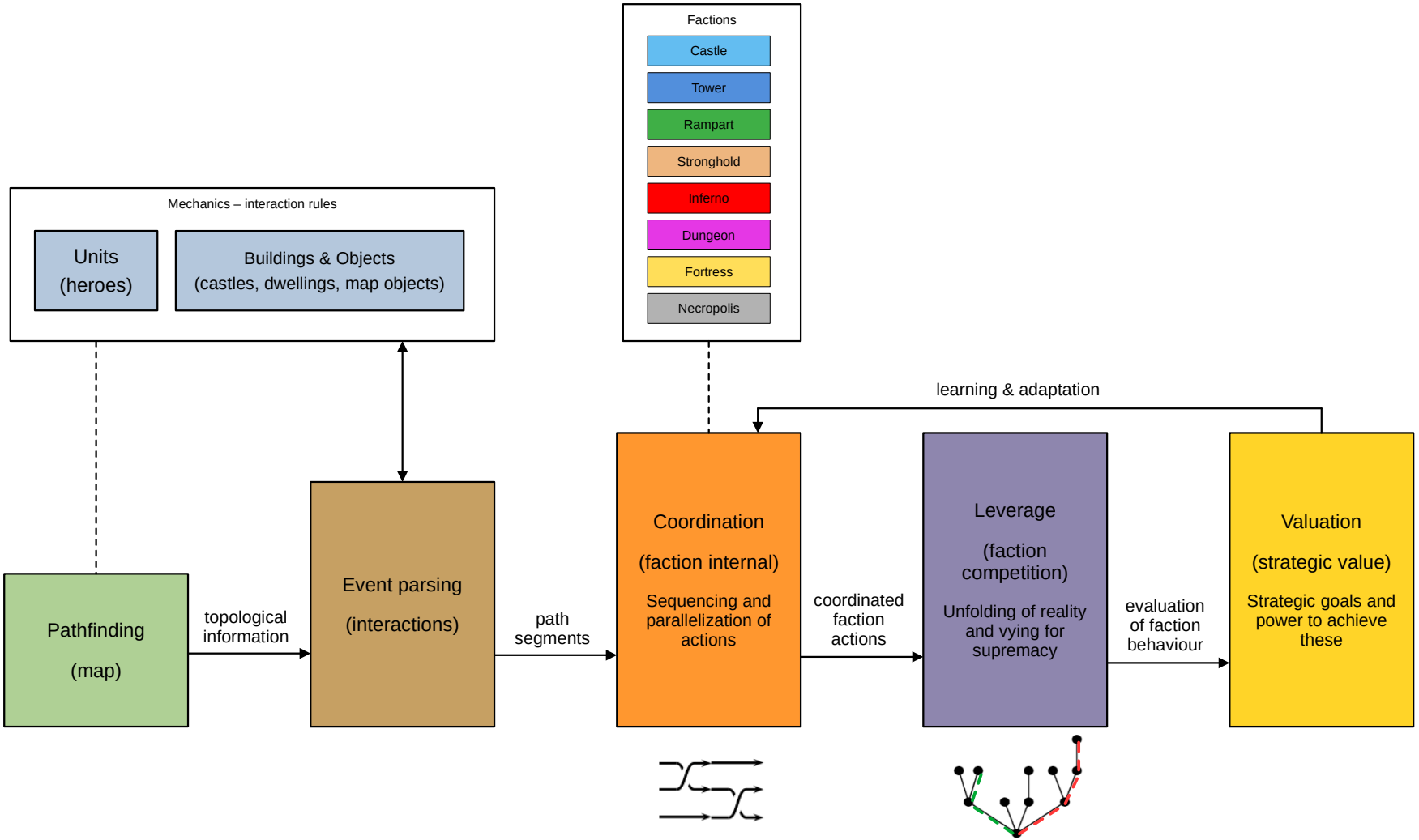
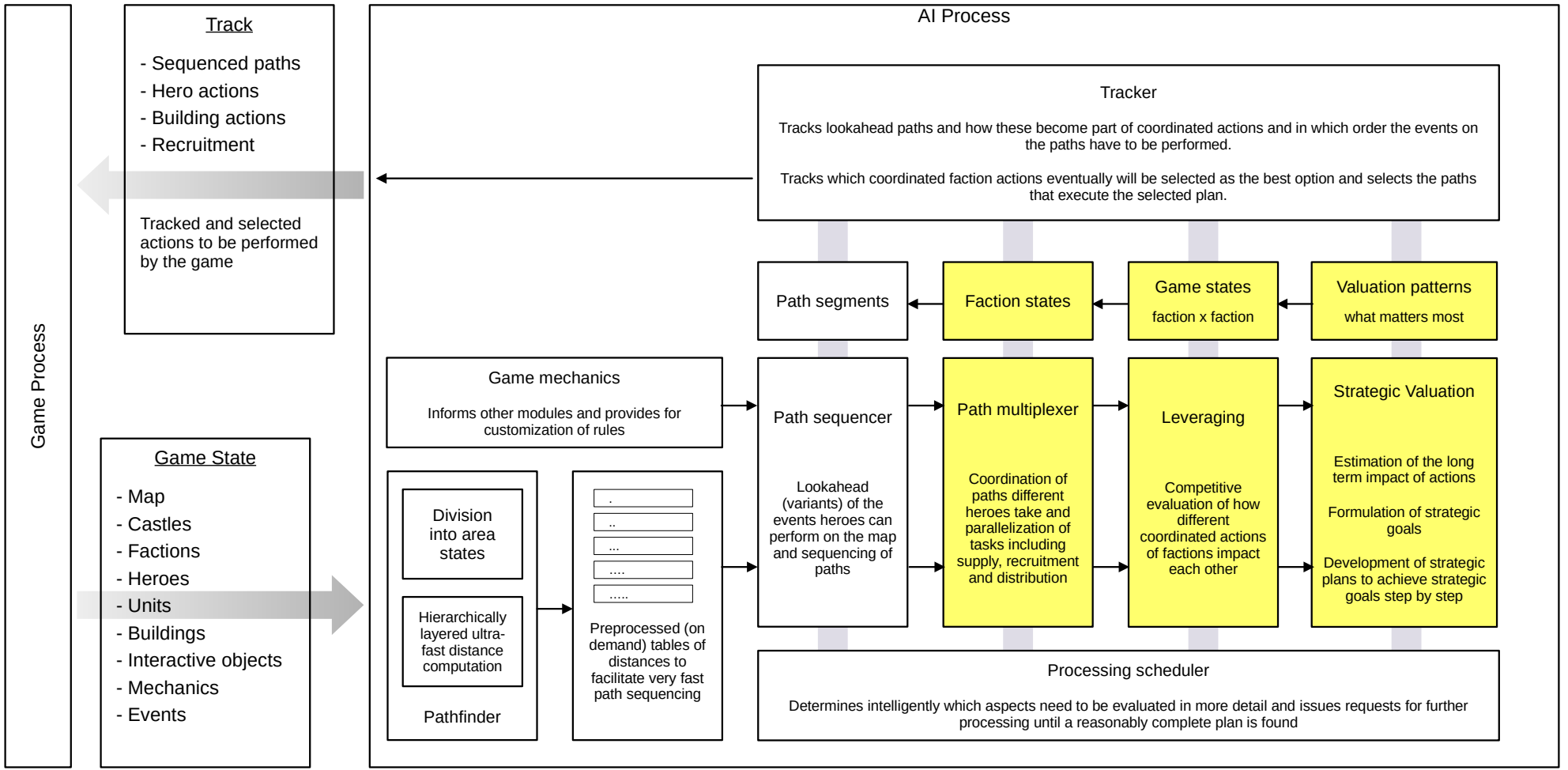
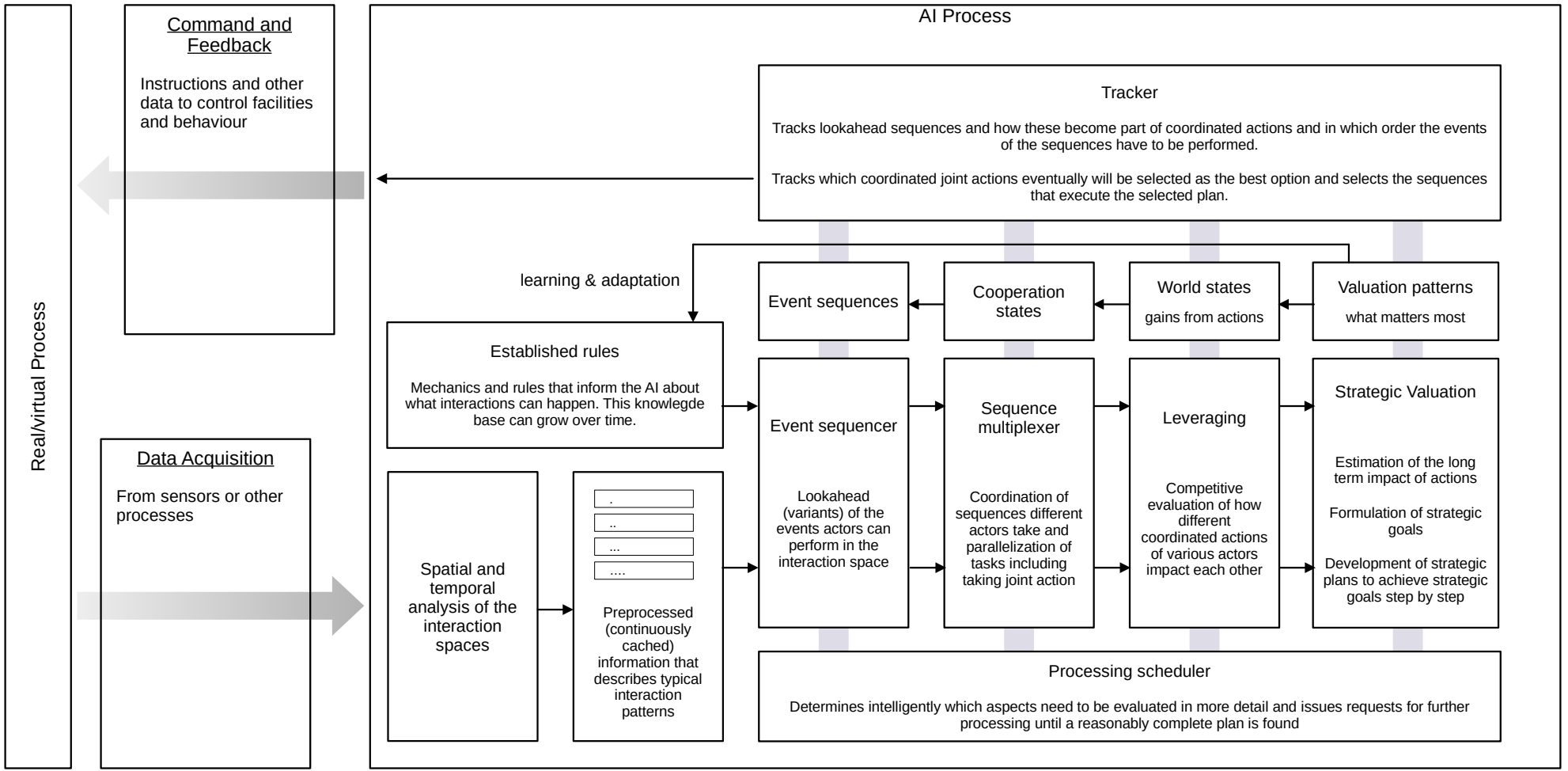
H5 AI Design


Factions
Castle
Tower
Rampart
Stronghold
Inferno
Dungeon
Fortress
Necropolis
Mechanics – interaction rules
Units
(heroes)
Buildings & Objects
(castles, dwellings, map objects)
learning & adaptation
Pathfinding
(map)
topological
information
Event parsing
(interactions)
path
segments
Coordination
(faction internal)
Sequencing and
parallelization of
actions
coordinated
faction
actions
Leverage
(faction
competition)
Unfolding of reality
and vying for
supremacy
evaluation
of faction
behaviour
Valuation
(strategic value)
Strategic goals and
power to achieve
these

Specific AI Architecture

= new (compared to v3146)



General AI Architecture