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# UNITY 5 FROM PROFICIENCY TO MASTERY: ARTIFICIAL INTELLIGENCE: IMPLEMENT CHALLENGING AI FOR FPS AND RPG GAMES (PAPERBACK)



Createspace Independent Publishing Platform, 2017. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. In this book, the first in the series called Unity from Proficiency to Mastery, you will learn and apply several AI techniques for 3D games, and make it possible for NPCs to: Navigate the scene (e.g., using a random or set path). Sense the world around them (e.g, hear, smell, or see). Take smart decisions based on their senses or current...

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- Authored by Patrick Felicia
- Released at 2017



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