Unit 16 — Video Games II: Mechanics



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AI (Artificial intelligence)

code designed to mimic human behavior by gradually increasing difficulty over time, adapting strategy, or similar responsive behaviors

"Game AI is nothing new, it has been an integral part of video games for decades."

Asset

a single game item or element including artwork, special effects, music, sounds, or even code

"Popular game engines such as Unity or Unreal Engine normally include a collection of game assets to get you started."

Bot

a game character controlled entirely by internal AI

"Even at the hardest difficulty level, the bots in CS:GO are no match for an experienced player."

Thank you for your interest!

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