How I Really Feel
The First Rule

1. Avoid *Artificial Stupidity.*
Artificial Stupidity

- Poor path planning / Stuck in the terrain
  - Companions who can’t keep up with the player
- Poor grasp of combat strategy
  - (in a single player strategy game)
  - (previous versions of the game *were better*!!)
- Poor use of cover
  - AI gets on side of cover toward you...
  - ...when it can *place its own cover***!!
Apologists

• This stuff is just too hard. (*sniffle*)

• Market realities. Budgets. End-of-the-project crunch.

• “AI doesn’t really matter”
  or
  “The game wasn’t about AI”
Excuses!!
(you are like assholes are)
These Are Good Books...
... But These Are More Important