Game Oscars

2016-07-21
OOB

• Now: Capstone demos
• Monday: Capstone IMPLEMENTATION FINISHED; polish & small bugs
  • Code due Thursday night (7/28)
  • Demos Friday 7/29 @ 2:50p-5:40p
• Last time:
  • Capturing and reusing experience: n-grams and CBR
• Designing Game AI and AI Based Games
PCG Questions

1. PCG can be used to p____ or a_____ game aspects
2. Why does industry care about PCG?
3. What are some risks of PCG?
4. Major social concerns involving PCG include...
5. What is a player model? What does it allow?
6. What are ways to get a player model?
7. Bartle’s 4-part feature vector: <k,a,e,s>
PCG as Local Search Questions

- What “search” is happening? Do we seek a path to goal?
- What is the state space? How many states do we save?
- How memory efficient is this search?

Hill climbing:
  - L____ search
  - What is the “landscape”?
  - Need a function that maps p_____ to f_____

GAs:
  - Good in ______ domains, where _D.K.__ is scarce or hard to encode
  - Can also be used for _____ search
  - Also needs a f______ function (maps c____ to f______)

Other local search techniques
  - Gradient Descent
  - Simulated annealing
  - Local beam
  - Tabu
  - Ant Colony Optimization
GA Steps

1. Create a random set of $n$ chromosomes (population)
2. Assign a fitness score to each tested chromosome (fitness function)
3. Remove the $m\%$ ($m < 100$) worst chromosomes
4. Cycle through selected pairs of chromosomes and cross-over (with some probability)
5. Randomly mutate (during cross-over?) with some probability
6. Reduce new population to size $n$
7. Repeat steps 2-6 until
   • stepwise improvement diminishes
   • one individual is fit enough
   • # generations reached
Learning and action prediction

1. N-grams: Increasing the window size helps initially, but hurts later. Why?
2. What is a hierarchical N-gram and what does it do?
3. What are the 4 processes, each beginning with an "R", commonly used to describe the CBR methodology?
4. The ______ metric is used to find the problem/solution pair in the casebase most related to the new problem, by comparing the relatedness of the features of the new problem to the features of known problems in the casebase.
5. What are some advantages of CBR? Disadvantages?
6. A foundational assumption in CBR is that "Similar problems have _________ _________".
What did AI provide?

- Spy Party
  - background NPCs to mimic
- The Restaurant Game
  - act out role w/open-ended interactions
- Prom Week
  - rules for social interaction mechanics
- Petalz
  - produce new items to trade / show off
- Black & White
  - guide pet learning / raising
- Creatures
  - guide pet learning / society
What AI was used?

- Spy Party – scripting
- Restaurant Game – planning + CBR
- Prom Week – rule-based systems
- Petalz – neural nets
- Black & White – decision trees + RL
- Creatures – neural nets
What AI could be used?

• Spy Party
  • behavior trees / HTNs
  • decision tree learning
• The Restaurant Game
  • FSMs
  • rule-based system
• Prom Week
  • planning

• Petalz
  • logic (deduce child traits from parents)
• Black & White
  • case-based reasoning
• Creatures
  • rule learning
Special Topics: 5 years of GAI

2016-07-21
Where to find out more...

• Attend hack a thons
• Get involved in Interactive Computing experiments
• Read AIGPW, Game AI Pro (Rabin)
• AIGameDev.com, Gamasutra.com, gameai.com, aiwisdom.com, gamedevelopment.tutsplus.com
• See what has been written about your favorite games
• Attend GDC – Game Developers Conference, www.gdconf.com
  • Your favorite game AI conference is expanding to become the largest conference worldwide about Artificial Intelligence applications in interactive media, training & simulations, and digital entertainment: Meet the new nucl.ai conference
  • http://nucl.ai/ OR http://gameaiconf.com/?nosplash
• Play with Unity (free), Unreal Engine 4 (free), Source (free)
Game AI Oscars

Disclaimer: I did not write the text or generate the images on any of these “Oscar” slides. This is a compilation of material from AiGameDev.com that is actually called “Games of the Year”
Game AI Oscars 2015

• October 2015, Google’s DeepMind AlphaGo beats Fan Hui 5-0
  • Fan Hui is a three-time European Go champion
  • First program to beat professional human Go player without handicaps on a full-size 19x19 board
  • Distributed version: 1202 CPUs and 176 GPUs
  • http://www.nature.com/nature/journal/v529/n7587/full/nature16961.html

• March 2016 beats Lee Sedol, 4-1
  • Lee Sedol one of the best players at Go; 2\textsuperscript{nd} highest number of Go international championship victories in the world

• Deep neural networks and Monte Carlo Tree Search
  • Multiple training phases, both supervised and self-play

• http://www.milesbrundage.com/blog-posts/alphago-and-ai-progress

can learn to successfully play 49 classic Atari games by itself, with minimal input.

*Breakout* strategy (engineering a tunnel so the ball hits the top of the screen) after being left to play the Atari game overnight. "It's now better at playing the game than any human. It has perfectly modelled this complex stream," Hassabis said at the time.

- [https://www.cs.toronto.edu/~vmnih/docs/dqn.pdf](https://www.cs.toronto.edu/~vmnih/docs/dqn.pdf)
- [http://www.wired.co.uk/article/google-deepmind-atari](http://www.wired.co.uk/article/google-deepmind-atari)
Categories Are

• 6 categories, each with Editors’ and Community Pick
  • Best AI in a AAA Game
  • Best Non-Player Characters
  • Best AI in an Independent Game
  • Design Innovation in Game AI
  • AI in a Supporting Role
  • Technical Innovation in Game AI
2015 Winners

- **Best AI in a AAA Game**
  - Community Vote: Metal Gear Solid V
  - Editor's Pick: Tom Clancy's Rainbow Six Siege

- **Best Non-Player Characters**
  - Community Vote: The Witcher III: Wild Hunt
  - Editor's Pick: Rise of the Tomb Raider

- **Best AI in an Independent Game**
  - Community Vote: Prison Architect
  - Editor's Pick: Invisible, Inc.

- **Design Innovation in Game AI**
  - Community Vote: Prison Architect
  - Editor's Pick: Galak-Z: The Dimensional

- **AI Technology in a Supporting Role**
  - Community Vote: Enemy Behavior in Just Cause 3
  - Editor's Pick: Bots and Monster AI in Evolve

- **Technical Innovation in Game AI**
  - Community Vote: Spawn Trees in The Witcher III
  - Editor's Pick: Case-based Reasoning, Killer Instinct

Game AI Oscars 2014


• “You can assume we either already know or have personally met the individuals behind all nominated games, and/or that their studio is a member of the site. If that's not the case, we're working on it!”

• “In 2014, we've seen many innovations in game design (for example different ways of framing battles) and AI patterns in simulations (like AI directors and open-world systems), as well as improvements for next-generation consoles (such as large crowds of pedestrians or large numbers of active enemies), prolonged interaction between AI and player (e.g. persistent enemies), and of course procedural generated worlds.”
Best AI in AAA Game

• Nominations
  • The Sims 4
  • Planetary Annihilation
  • Alien: Isolation
  • Middle-Earth: Shadow of Mordor
  • Far Cry 4

• Honorable Mentions
  • Dragon Age: Inquisition
  • Assassin's Creed: Unity
  • Titanfall
  • Sunset Overdrive

• Community Pick:
  • Middle-Earth: Shadow of Mordor

• Editors Pick:
  • Planetary Annihilation
Best AI in AAA Game (CV): Middle-Earth: Shadow of Mordor

“SOM was also nominated for a variety of other awards here, ranging from game/AI design (thanks to its nemesis system) to AI technology (because of its use of planners) — innovating on many fronts.”

“I think, or at least hope, that Shadow of Mordor will go down as one of the most important games of recent years for starting the trend of giving non-story NPCs individual personalities, memories of past encounters and in many cases, a survival instinct! All things lacking in most combat games where NPCs are nothing more than short-lived target dummies.”

Richard Matthias
Also nabbed Design Innovation in GAI (CV)

“The systemic gameplay should also be noted — when missions are failed or abandoned, open-world gameplay continues in that state and you can wander into random Uruk captains at any time, which gives pre-designed missions a more organic feeling.”
— Richard Matthias

“...its real power probably came from proper balancing and, what is I guess most important here, informing player about what happened in the Ork society, and WHY. Often really sophisticated systems fail to provide fun not because they're inherently broken, but because they're not properly communicated to the player.”
— Maciej Kurowski

See also http://www.ign.com/wikis/middle-earth-shadow-of-mordor/The_Nemesis_System
“From the AI perspective, many new challenges had to be solved by the team, in particular inter-planetary resource allocation, an AI that can reason strategically on a sphere, and scaling up to huge number of units. On top of this, the implementation focuses on building a skilled AI using a neural network and a form of reinforcement learning. This makes it interesting to play against for learning purposes and challenging while levelling up!”
Best NPCs – Community Vote:
Alien: Isolation

“Alien: Isolation that won the award over Middle-Earth: Shadow of Mordor with a statistically insignificant margin”

What makes Alien: Isolation particularly interesting from an AI perspective is the Xenomorph — which interacts with the player over the course of the entire experience. Sustaining such a prolonged interaction is rare for modern games, and the entire experience relied on its artificial intelligence. Thankfully, it not only lived up to expectations but has often amazed the critics and players alike.
Best NPCs – Editors Pick: The Sims 4

“There are few other franchises that systematically expand and promote their AI from one release to another — if you don’t include the expansion packs. In fact, The Sims explores a unique space in design and technology that no other games even consider. For this fourth iteration focused on emotions of the Sims in particular.

“The characters still have their quirks, and moreso, flaws in their common sense — as any human under the microscope. However, this still makes for engrossing gameplay and solid entertainment value even if you only watch!”
Best AI in an Independent Game (CV): Third Eye Crime

“It's Moonshot's long-awaited Third Eye Crime that won year's community vote for Best AI in an Independent Game. It's a stealth game where the enemy's model of the player position is a probability distribution over the level, also known as an occupancy grid. The game shines particularly for its clever exploration of these core mechanics via a series of puzzles over three Noir-style episodes.”
Best AI in an Indie (E): Banished

“Banished is a medieval city simulator developed entirely by Luke Hodorowicz. It's impressive enough for a single developer to have built a game of this quality, but it was also among the team's most played games of the year — filling the niche that the previous year's Sim City left open.”

“From an AI perspective, Banished solves a variety of very challenging technical problems including efficient pathfinding at city scale, worker assignment in dynamic conditions, and scaling up to large cities. But most importantly, its the detailed simulation of each villager that makes this a gritty "rogue-like" city builder where you feel a strong connection to your inhabitants — especially when things result in horrible and miserable endings!”
“Each of the objects in Far Cry 4 — and the level editor — are annotated with specific rules and behaviors, ready for combining with other items in the map. This is similar to The Sims' smart object concept, but in this case the items include their own behavior trees which can interact with each other (e.g. animals). Level designers can easily build emergent ecosystems by combining objects together, but only the AI team gets control of the underlying parameters and behaviors.”
AI Technology in a Supporting Role (CV): Crowds in Assassin's Creed: Unity

“The transition to next-generation consoles brought with it increased expectations, and the latest Assassin's Creed is the first notable game to make the most of it in its depiction of revolution-torn Paris. It won this year's community vote for AI Technology in a Supporting Role thanks to its huge crowds.”
“The most notable implementation in this area is currently DOTA 2's; experienced players often praise the bots as a great tool and recommend it to beginners.”

“We've also seen increasing focus of bots in two places:

- Using bots as part of the multiplayer AI, for example as the auto-pilot AI for Titanfall.
- Bots as beginner training tools, for instance in Hearthstone's practice mode.”
Technical Innovation in Game AI (CV): Animation Rig in Destiny

“The biggest challenge in the ‘realization’ of character behaviors is by far the animation. You can't portray any kind of movement, gesture or emotion without a suitably animated skeleton. Bungie took the problem head on with its new cross-platform engine powering Destiny, and developed a very powerful system capable of retargeting animations to any skeleton at runtime — among many other things.”

“This offers many benefits such as runtime control (e.g. by AI) as well as animation compression and correctness of the results in dynamic environments.”
Technical Innovation in GAI (Editors): Monte-Carlo Tree Search in Total War: Rome II

“The application of MCTS isn't necessarily noticeable by players but it has many advantages from the development perspective.”

“Benefits of Monte-Carlo Tree Search include the ability to make design and balancing changes to the game itself, then letting AI adapt accordingly, and more — as we previously covered. Compared to more traditionally scripted systems or rule-based approaches, this helps bring us closer to the goal of having reusable AI algorithms that do all the hard work for us!”

http://aigamedev.com/open/coverage/mcts-rome-ii/
Innovation Tip of the Hats, 2014

- **Multiplayer AI Enemies** and **Auto-Pilot AI** in Titanfall
- **Emotions** in The Sims 4
- **Goal-Oriented Action Planning** in Shadow Of Mordor
- **Practice Mode** in Hearthstone
- **Drivatar** in Forza Horizon 2
- **Offline Mission Planning** in Planned Assault
- **Biomechanical Animation** in I Am Dolphin
Game AI Oscars 2013

• http://aigamedev.com/open/editorial/2013-awards/

• “Like previous years, the games this year have raised the bar in many places for artificial intelligence, including autonomous buddy behavior, search-based techniques to find optimal moves, and non-character AI such as music generation and learning to race cars based on human data”
Best AI in a AAA Game

Community vote: The Last of Us

• Single player action-adventure survival horror game (made Uncharted)

• features one prominent AI character "buddy" called Ellie, whom the player (Joel) is required to accompany through the story

• storytelling, design, voice acting, animation and technology, the game manages not only to avoid the usual pitfalls of escort missions, but manages to portray incredibly rich characters with a touching and memorable relationship

Editors Pick: Grand Theft Auto V

• epic multi-studio achievement of the largest proportions

• city of Los Santos and its surroundings is brought to life in a way that's yet to be matched

• game breaks or the characters don't "work" as they should

• ambient life as capable technically as (Rockstar's) Red Dead Redemption?

• the magnitude of Rockstar's vision for the world only helps emphasize the importance of AI for this (and upcoming) games
Best NPCs

Community Vote: The Last of Us
• 2011, Id Software's RAGE managed to impress AI geeks and compel players with its enemy AI that displayed great survival behaviors
• enemies display a sense of self-preservation that makes them feel more believable than the average NPC in-game. This includes animations to portray fear as well as the cover-taking decisions

Editors Pick: Bioshock Infinite
• took a strong team of AI designers and programmers many hard years to pull this off
• [https://www.youtube.com/watch?v=2viudg2jsE8](https://www.youtube.com/watch?v=2viudg2jsE8) (see 3:55)
• For combat, the game also uses high-level AI similar to Halo 3's objectives system to coordinate enemies
“The HALO 3 AI Objectives System turns the techniques used in previous HALO games on their head: rather than a designer ordering groups of NPCs to certain physical areas and then transitioning them to other areas as the battle progresses, H3O allows the designer to specify a set of tasks in the environment and then comes up with an optimal distribution of squads across those tasks.”

http://halo.bungie.net/inside/publications.aspx
Best AI in an Independent Game

Community Vote: Versu

- best described as **part game / part story**, as a digital interactive version of the Choose Your Own Adventure books powered by one of the industry's most sophisticated social models
- interact with it via a set of actions that you can perform at any time as the simulation continues, or sometimes when prompted. It's a style of experience quite unlike any other out there

Editors Pick: Prison Architect

- attention to details that earns Prison Architect its award.
- From the **different needs and drives of each prisoner**, to the way they dig tunnels to escape, or their behavior in kitchens / canteens / laundries.
- Introversion's approach of providing early access and iterating over the behaviors/AI based on feedback
Design Innovation in Game AI

Community Vote: Clumsy Ninja
• Perceptual Control Theory
• game features an interactive and active "ragdoll" that responds to your various actions; you can hit, pull, drag, throw your little Ninja
• respond physically but also behave accordingly
• added these Ninja behaviors to increase engagement and interaction

Editors Pick: Warframe
• procedural generation of entire spaceships based on individual building blocks, an AI director that controls the action by spawning enemies as appropriate, a variety of enemy behaviors from melee to ranged attacks, and of course match-making algorithms
AI Technology in a Supporting Role

Community Vote: Drivatar in Forza Motorsport 5

• feature in previous Forzas, but Microsoft's cloud computing brought more attention
• all computer-controlled opponents are modelled on other human beings and inserted into the game with their personas/personalities clearly on display
• clever way to enable non-realtime multiplayer collaboration by sharing your trained AI with friends

Editors Pick: Jam Mode in Rocksmith

• generative audio in jam mode, where simulated band members play together — both driving the improvisation and adapting to the player
• may seem like a relatively simple system under the hood, as indeed most AI in games is!

Technical Innovation in Game AI

Community Vote: MCTS in AI Factory

- broad range of board and card games have been downloaded over 40 million times on Android
- underlying implementation that's based on Monte-Carlo Tree Search; uses a combination of math and brute force to calculate good moves

Editors Pick: Agent-based City Sim

- simulation of the many-to-many "exchanges" in a city cannot be reduced down to a set of single-source pathfinding calculations
- Design flaws and technical issues
- Sim City's large scale agent-based approach is still one of the most innovative and bold ideas to be implemented in a game
Innovation Tip of the Hats, 2013

• **World Generation** in DON'T STARVE

• **Social Behavior** in RED SHIRT

• **Plan Compilation** in KILLZONE: SHADOW FALL

• **Neural Networks** in DEMOCRACY 3

• **Agent-based Simulation** in SIM CITY

• **Fish Simulation** in CALL OF DUTY: GHOST

• **Ambient AI** in ASSASSIN's CREED: BLACK FLAG
Game AI Oscars 2012


• AI-based mechanics that open up new game designs

• using optimization and evolutionary algorithms as tools,

• procedural pipelines for AAA-quality graphics
Best AI in AAA Game

Community Pick: XCOM: Enemy Unknown
• impressed AI geeks with tactical reasoning that was very solid yet could be surprised and caught off guard by the player
• emphasizes that great game AI and great mechanics go hand in hand, but that best-in-class game design is often a sufficient condition for winning the public's opinion about the AI — almost more so than technical innovation

Editors Pick: Far Cry 3
• featured iconic and memorable characters
• applications of AI, from the wild-life to the combat manager that spawns enemies, and of course its NPCs
• Building open-world games is a huge challenge in general ... turn the island into the main feature of the game
Best AI in an Independent Game

Community Pick: Vessel

• Innovative use of combinations of behavior in gameplay puzzles, to the underlying simulation of the characters that blend skeletons and fluid simulations, as well as the dynamic music and audio which adjusts to the player's progress

• character behavior can make interesting gameplay

Editors Pick: Prom Week

• Expressive Intelligence Studio at the University of Santa Cruz

• takes the idea of story as a simulation further by adding the concept of "social physics", i.e. predictable character mechanics that the player can interact with for gameplay purposes

• underlying system, Comme Il Faut is well documented via multiple publications, and emphasizes how many opportunities there are still in this area
Design Innovation in Game AI

Community Pick: Crowds in Hitman: Absolution

• First and foremost, the underlying 
  **crowd-simulation technology** that
  IO Interactive built brings scenes to
  life in a way previously unseen in
  AAA games

• crowds also add to the gameplay,
  **providing obstacles and concealment**, as well as
  responding to gunfire in a
  plausible way
Best NPCs

Community Pick: Hitman: Absolution

- statistically insignificant margin in front of FAR CRY 3
- reinforcement-learning for animation control, grid-based reasoning inspired by KILLZONE's technology and a behavior-tree implementation of classic stealth AI
AI Technology in a Supporting Role

Community Vote:
Physics-Driven Motion in Max Payne 3

• AI in animation system
• result is a **highly interactive protagonist** that you can throw down stairs while controlling his movement, and yet still **respond to collisions in a reasonable way**
• requires significant support from AI-style reasoning to understand the immediate surroundings of falling characters, and determine how to respond at a high-level, then affecting control on the underlying simulation

Editors Pick:
Evolutionary Algs in City Conquest

• tower defense game that features **symmetrical gameplay** against opponents
• used **evolutionary algorithms** as part of the design process to help balance and tune the various units and towers in the game (among others)
• **Tools** seem like an ideal place for GAs and Quake 3 in particular had some of its **weapon selection parameters evolved**.
Technical Innovation in Game AI

Community Pick:
Hierarchical Planning in Transformers: Fall of Cybertron
• Features a HTN planner
• accurately tracks side-effects of operators on the world. For non-planning geeks, this is a subtle improvement, and furthermore it can be hard to distinguish a planner from a behavior tree in practice (especially in action games). But the result of this vote also hints at the general appeal to the public of planning as a concept!

Editors Pick:
Procedural Pipelines in SSX
• PCG of mountains and tracks
• Arguably the most important technical innovation this year, from our perspective at AiGameDev.com, is the inclusion of procedural techniques within AAA pipelines to produce top-quality graphics
• used the pipeline entirely to craft the tracks, and only the final artist touch up was done manually. The developers hope and plan to go 100% procedural with better education/training in the future! Expect this technology to spread around Electronic Arts and the rest of the industry incrementally as well
Innovation Tip of the Hats, 2012

- Behavioral Gameplay in VESSEL
- Enemy Steering in FIELD RUNNERS 2
- Supervised Flower Breeding in PETALZ
- Reinforcement Learning Animation in HITMAN: ABSOLUTION
- Evolutionary Algorithm as Design Tool in CITY CONQUEST
- Bots AI in DOTA 2
- Language Recognition in SCRIBBLENAUTS UNLIMITED
- Tactical Reasoning in XCOM: ENEMY UNKNOWN
Game AI Oscars 2011

- better integration of the AI and gameplay
- overall polish of the character behaviors
- applications of artificial intelligence to other areas of games
Best AI in a AAA Game

Community Pick: Batman: Arkham City
- features **fluid animations** between the player and the endless hordes of brutes in the game as well as **environment interactions**
- smooth movement in combat obviously require AI for the NPCs, but increasingly animation systems are scaling-up significantly and using techniques refined by game AI developers

Editors Pick: Resistance 3
- Insomniac's work is notable for iterating over the enemies in the game — and introducing new ones — that fit best with the desired gameplay
- team put **AI hand in hand with combat design**, a solid understanding of level design, and a **high-level AI reminiscent of RTS games**, and **AI directors** that allows the designers to shape gameplay
- using the open source Recast library for navigation
Best NPCs

Community Pick: Portal 2

- portrayals of GlaDOS and Wheatley in particular
- While there isn't much AI behind the characters in PORTAL 2 as many of them obviously rely on scripts, it's inspiring to think about how such simple animation techniques can combine with well written dialog to portray rich characters

Editors Pick: Uncharted 3

- expertly refined and tuned its techniques for portraying game characters as genuine and interesting characters
- The addition of the close combat system in UNCHARTED 3 also increases their levels of believability, not to mention the combinations of interactive animations and prepared cutscenes.
- UNCHARTED 3 also features one of the richest walk cycles ever seen in a game, in the way player avatar interacting with its environment and uses varied animations based on where the character is looking
Design Innovation in Game AI

Community Pick: Dark Spore

- **AI Director; experience management** and **player profiling** have become increasingly important recently, as more developers try to make their gameplay a bit less chaotic and closer to what the designer intends
- enemies in the game are **spawned based on the player's state** — among other things. The game also uses this approach to **adjust difficulty levels** based on the player's selection

Editors Pick: Swarm

- fascinating merge of **Lemmings** and 'boids' with **flocking behaviors**, challenging you to control a group of Swarmites through hostile terrain
- **basic combination of group behaviors** that lead to interesting, challenging and — most importantly — **fun** gameplay
Best AI in an Independent Game

Community Pick: Frozen Synapse

• One of the most acclaimed and commercially successful indie games of 2011

• turn-based top-down tactical shooter with challenging gameplay and very deep mechanics.

• features AI bots to play against, which are relatively rare in even big-budget AAA games
AI Technology in Supporting Role

Community Pick: From Dust

• **cellular automata** in Ubisoft and Eric Chahi's god game for ps3
• Ever changing world subject to the forces of nature: rock, sand, soil, water, lava and plants
Technical Innovation in Game AI

Community Pick: Killzone 3

• integrated the open-source project Recast into its tools and export pipeline to provide better analysis of the terrain

• This helped level designers place cover locations for the player in a much more consistent fashion

• can also be used to find jump links and potentially any interesting action that can be performed at the border of a navigation mesh

Editors Pick: Bulletstorm

• Locomotion planning and execution is achieved in an animation-driven approach that's targeted to fit on a path

• Compared to the traditional steering behaviors with reactive animation, this is not only much easier to put into place for AI characters but results in higher quality movement
Innovation Tip of the Hats, 2011

• Procedural Worlds in MINECRAFT
• Level Scripting with BTs in LEAGUE OF LEGENDS
• Squad AI in SPACE MARINE

• The Narrator in BASTION
• Enemy Spawns in RIFT
• The Bots in SECTION 8: PREJUDICE
Previous Years

MCTS

- https://en.wikipedia.org/wiki/Monte_Carlo_tree_search
- http://aigamedev.com/open/coverage/mcts-rome-ii/