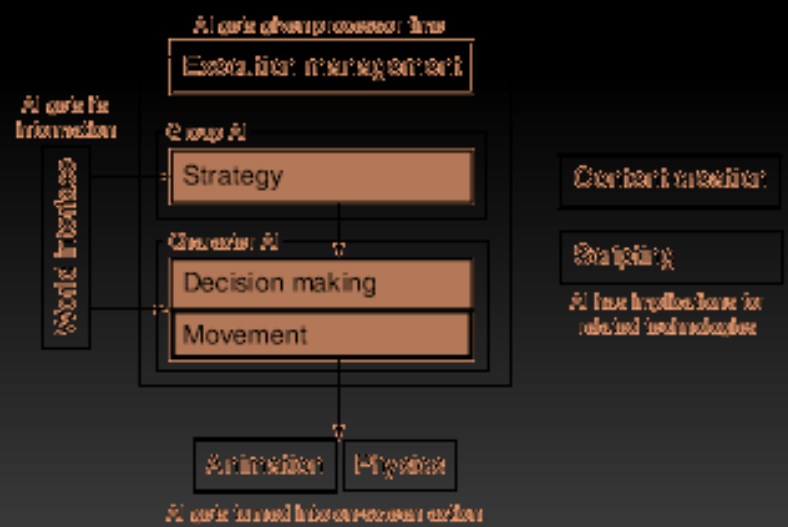
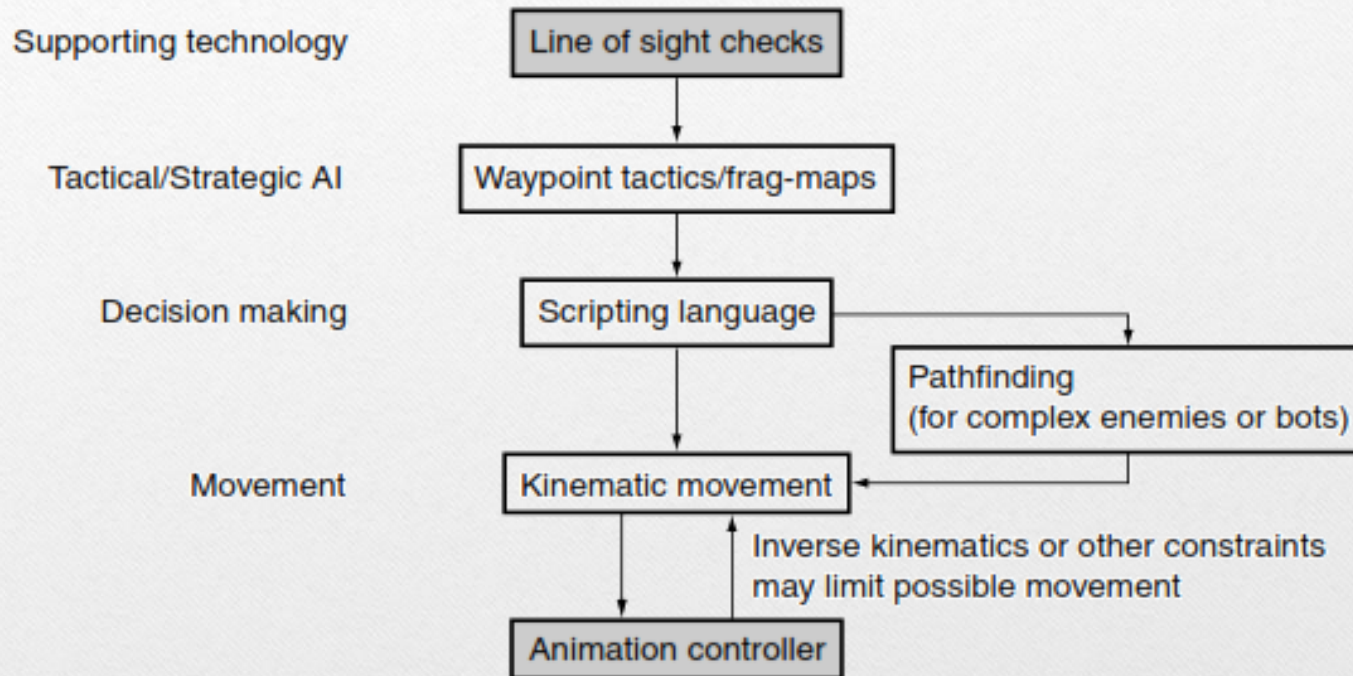




Intro Movement Learning Game AI Genres

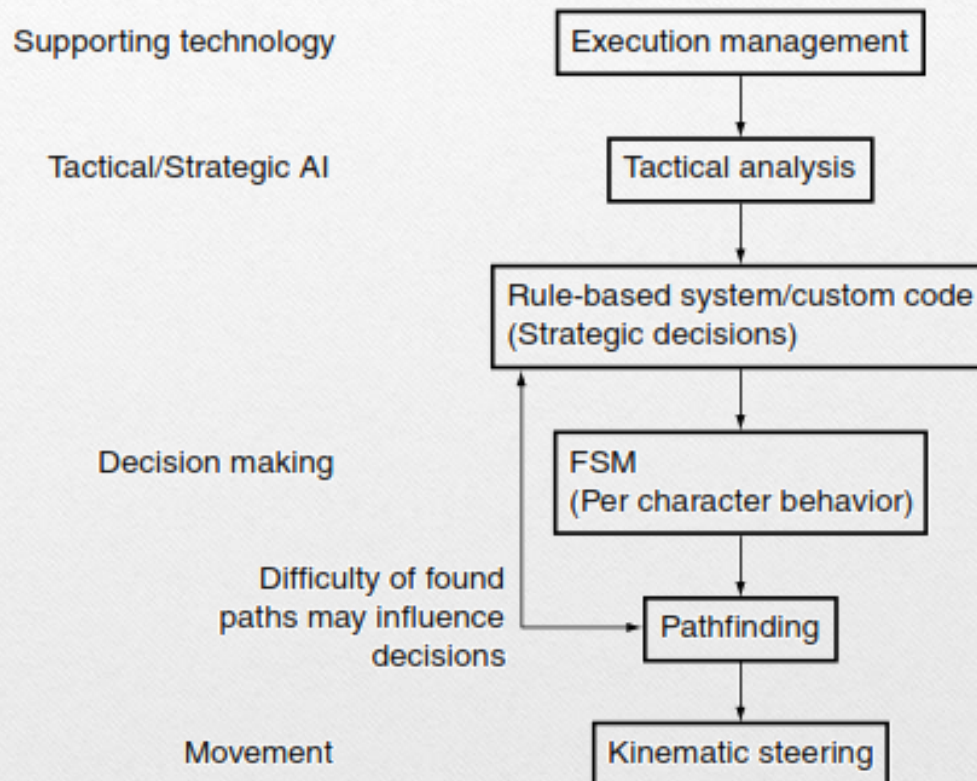


# First-Person Shooter

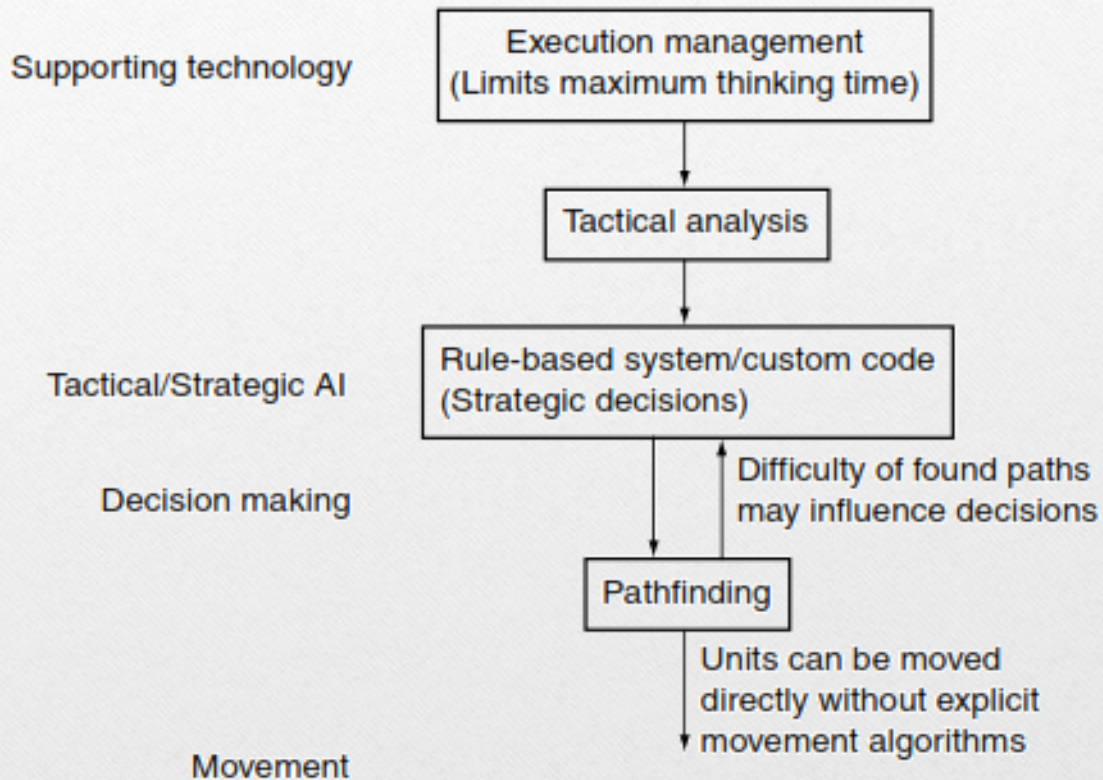




# Real-Time Strategy



# Turn-Based Strategy



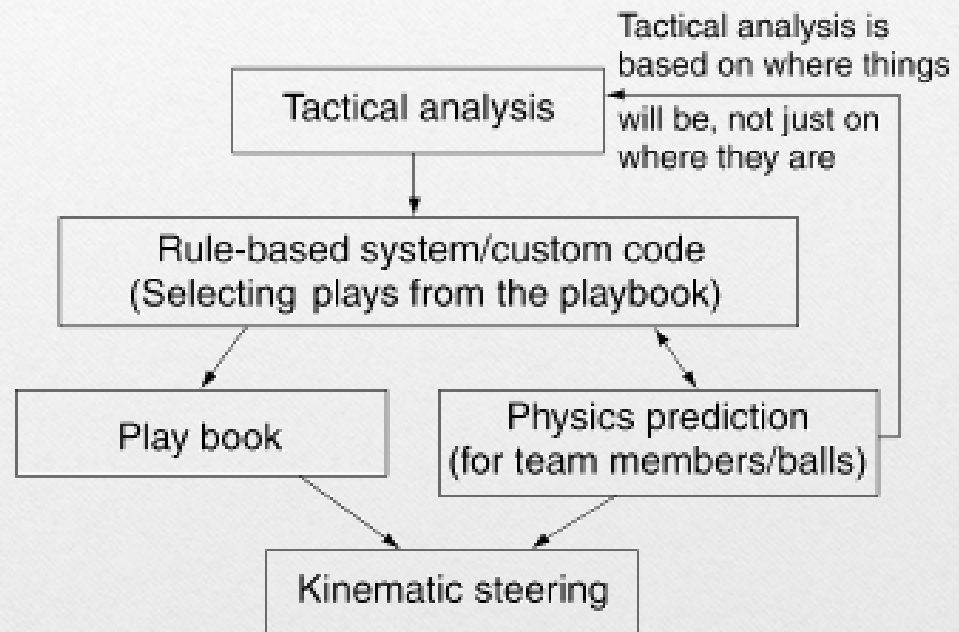
# Sports

Supporting technology

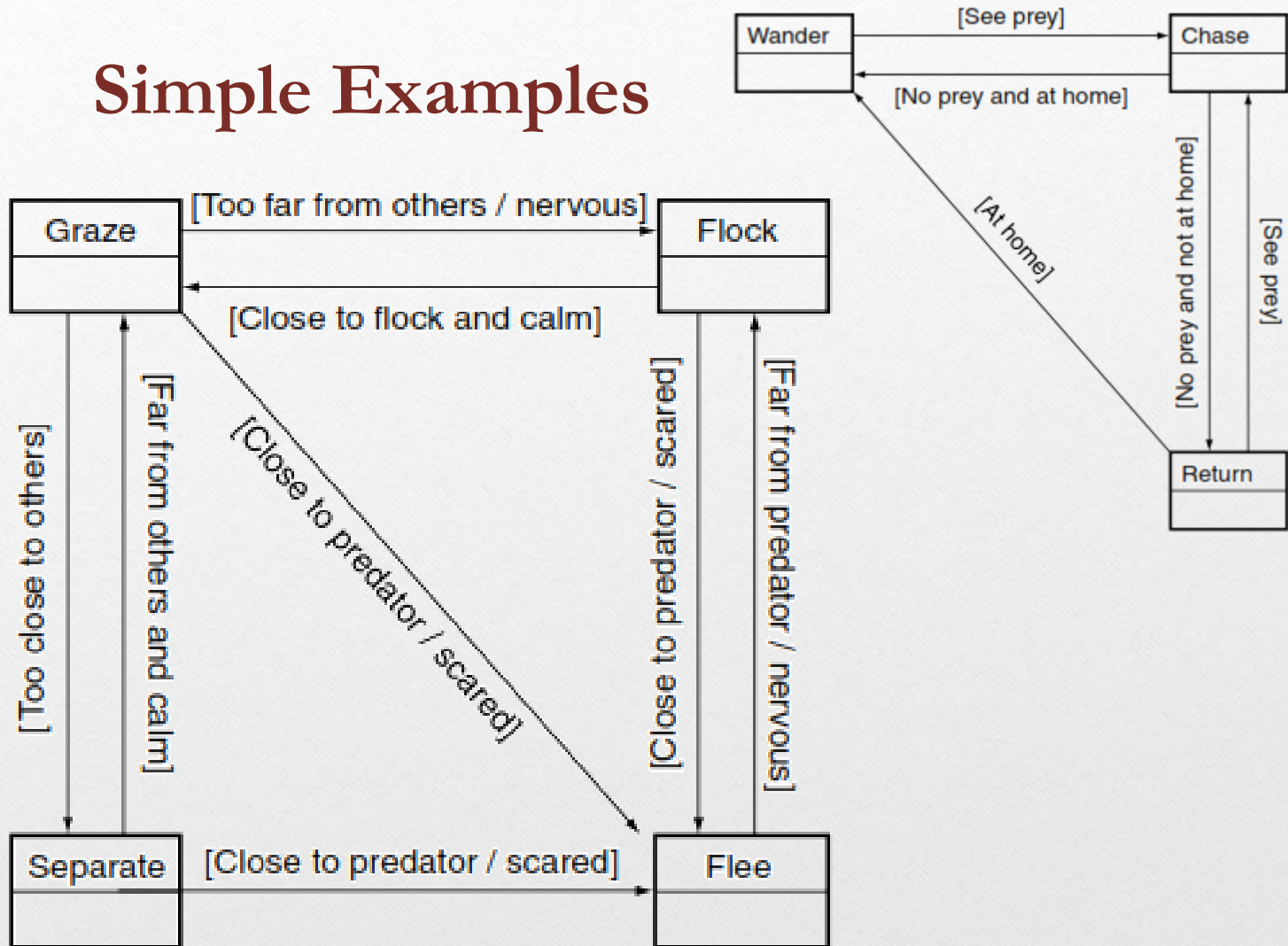
Tactical/Strategic AI

Decision making

Movement



# Simple Examples



# Deep Reinforcement Learning

## Classes