

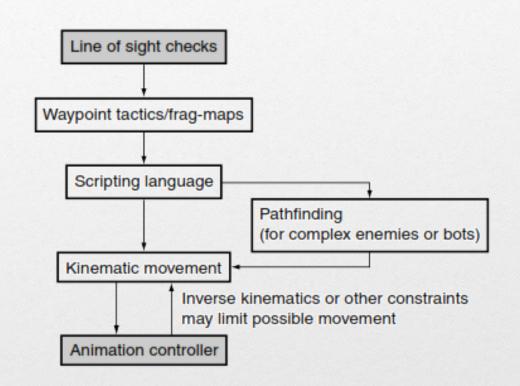
#### First-Person Shooter

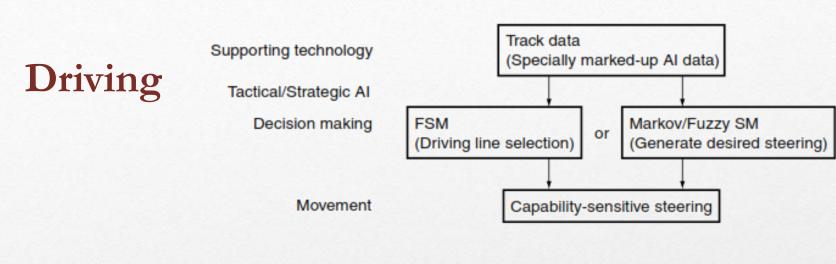
Supporting technology

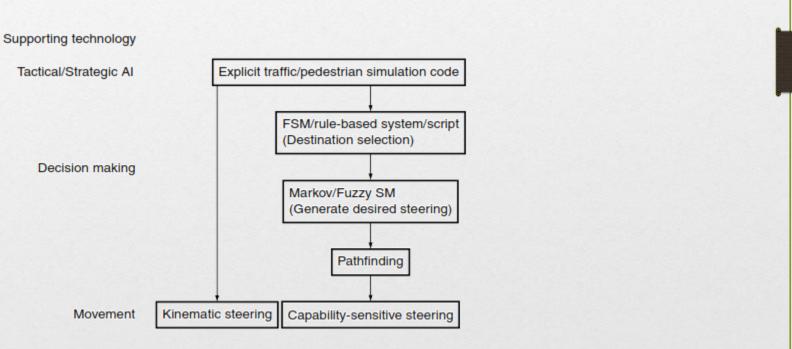
Tactical/Strategic AI

Decision making

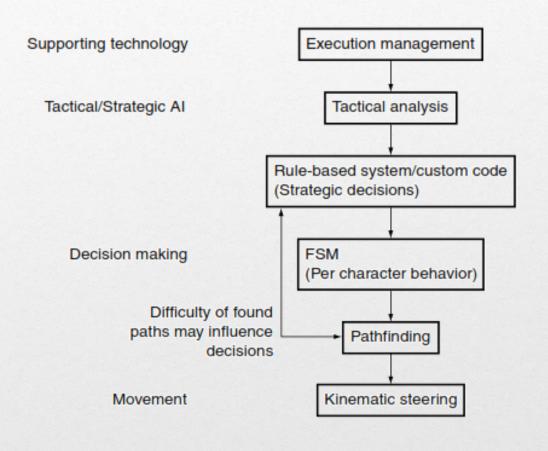
Movement







### **Real-Time Strategy**



#### **Turn-Based Strategy**

Execution management Supporting technology (Limits maximum thinking time) Tactical analysis Rule-based system/custom code Tactical/Strategic AI (Strategic decisions) Difficulty of found paths Decision making may influence decisions Pathfinding Units can be moved directly without explicit movement algorithms Movement

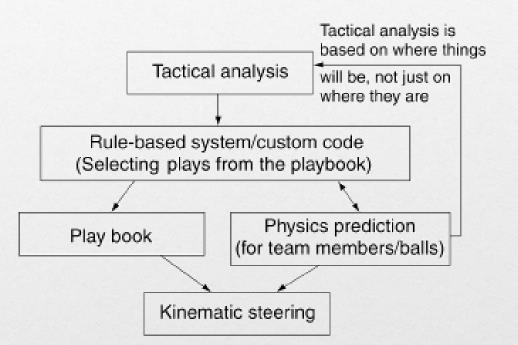
#### Sports

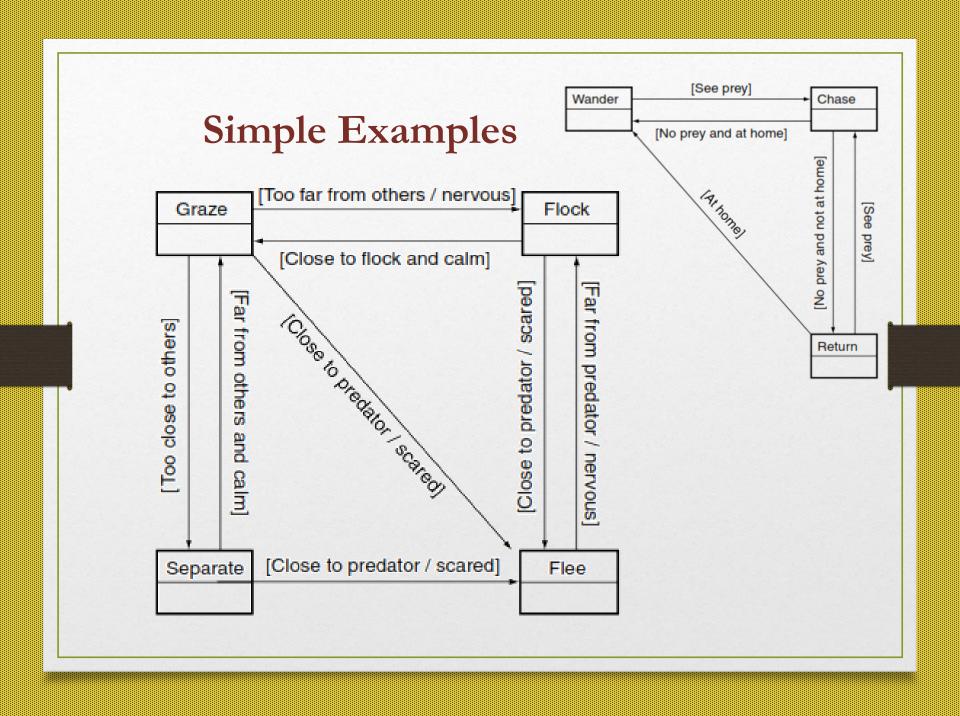
Supporting technology

Tactical/Strategic Al

Decision making

Movement





## Deep Reinforcement Learning

# Classes