

**Video Game AI, Spring 2013**  
**HW #1**  
**Due April 9 at 12 midnight**

This assignment is to be done individually. The assignment will be posted on the course wiki (under blackboard) for other students to see and comment. Keep a private copy of your entry just in case there are issues. Each wiki page should only show a single editor. Do not edit other students entries.

Your blog entry should address each of the following points:

**1. Choose a game with meaningful AI interactions**

Choose a game that you have played or are playing that has meaningful interactions with non-player characters or other AI elements. If the game is more than a few years old, or if you are unsure about your choice, check with the professor to be sure that your selection is appropriate.

**2. Observe the AI behavior**

Observe and document the behavior of the AI within the game. This should involve screen shots or video of the behavior, as well as a text that describes the behavior and why it is interesting. Focus on the most interesting or novel behavior, noting any patterns that emerge.

**3. Observe the connections between the AI behavior and the design of the game**

Consider how the design of the AI is integrated into the game play/game design. Would changing the AI significantly alter the play of the game? (For better or for worse?)

**4. Post your results**

Post your analysis (parts 2 & 3) onto the course wiki. Add one paragraph at the top of your entry describing the game, its genre, and its main premise. Feel free to edit and update the page early and get feedback from other students to improve your entry.

**5. Read and comment**

Read other students' entries and comment on at least two of them. You have until Friday, April 12 at midnight to read and comment on other entries.