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By Uditha Bandara

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http://www.c-sharpcorner.com/UploadFile/rmcochran/AI_OOP_NeuralNet06192006090112AM/AI_OOP_NeuralNet.aspx

Introduction to AI Programming for Games - Ray -

You can do this through a variety of techniques collectively known as artificial intelligence (AI) programming. Programming Game AI by Example by Mat Buckland:

<http://www.raywenderlich.com/24824/introduction-to-ai-programming-for-games>

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Recommended Ai Books And Sites "Programming Game AI by Example" (easily the most complete beginner book on game AI)

<http://www.gamedev.net/topic/592473-recommended-ai-books-and-sites/>

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http://www.youtube.com/watch?v=d7Yb7_KU6G8

Sally / Programming Game AI by Java Example -

Java sources of the book Programming Game AI by Programming Game AI by It is a good book about artificial intelligence in games. Very good for beginners.
<http://www.sallyx.org/sally/en/game-ai/>

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<https://www.linkedin.com/in/udithabandara>

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Books Relevant to Game AI. The following are books that AIGPG members have either written or found useful in the design and programming of game AI. beginner to
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<http://www.idevgames.com/articles/for-beginners/2>

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