APPLICATION OF ARTIFICIAL INTELLIGENT INTO COMPUTER-BASED ACTION GAME

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ABSTRACT

This project was carried out to study the application of artificial intelligent into the action game. It studies the type of games, the game's features, the artificial intelligent techniques and other field that related to the project. The step taken was to make introduction to the type of games and the features of the action games. It is important to study all these areas because it could direct to a game that meets the action game's requirement. Research was also done in this project because it helps to identify the current game player's references, weakness and others. The other step is to develop a game and tools to develop a game. The next step is the coding part, where the explanation of the coding will be discussed. It will then explain the implementation of the system. The system will then be tested to find the errors, dissatisfaction and the improvement that could be made to the system. The last step is to review the whole system. An opinion will be given that cover the improvement, weaknesses and what actually should be done in order to make the project better.