AI makes games more interesting

AI in games can be divided into three parts, character AI, Meta AI, and Navigation AI. "Character AI" is described that characters can think and make decision by themselves. "Meta AI" is that the game system can change its level as response of player's level. "Navigation AI" means that characters can find a best way to achieve a goal position.

The first games of the genre had notorious problems. Herzog Zwei (1989), for example, had almost broken pathfinding and very basic three-state state machines for unit control, and Dune II (1992) attacked the players' base in a beeline and used numerous cheats. Later games have used bottom-up AI methods, such as the emergent behavior and evaluation of player actions in games like Creatures or Black & White. Façade (interactive story) was released in 2005 and used interactive multiple way dialogs and AI as the main aspect of game.

The most interesting thing is that AI in game can learn, which can make them stronger. So I am thinking that one day, even people cannot win the game in fighting with AI. Recently I heard that there is a game, in which Google AI versus the Go grandmaster, and AI won the game. To some degree, I think that AI is better than human being in memory. Although human can remember lots of things but it is not comparable with today's PC memory. And also, human can forget something for the time being, but PC won't. The limitation of AI is sensing system (recognize environment). I can't image that if robot has a better sensing system than human, what will happen. Fortunately, this thing doesn't happen, and power robot is still a dream.

AI is used in game to give people fun, and it is reasonable to think that with better AI, people can have more fun in playing games.