

AI For Game Developers By David M. Bourg

By David M. Bourg

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David Bourg is a Naval Architect involved in various military and commercial proposal, design, and construction efforts. Since 1998, David has served as an
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[The following is an excerpt of Chapter 4 written by David M. Bourg and Glenn Seemann from O'Reilly's AI for Game Developers, ISBN: 0-596-00555-5.]
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David C. Bourge is the author of AI for Game Developers (3.44 avg rating, 36 ratings, 1 review, published 2004)

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