

DM810 Computer Game Programming II: AI

Fall 2008

Exam Questions

1. Movement
2. Pathfinding
3. Decision making
4. Tactical and strategic AI
5. Board game AI

The exam takes place January 21 in U49C. The first person draws a question at 08:30, and a new student is taken in every 25 minutes (except for a lunch break). The order of students can be found on a sheet posted on the Imada billboard.

The exam is without preparation—thus, after you draw a question/topic among the four above, the examination starts immediately. You should plan to make a 15 minute presentation using the blackboard (you cannot bring transparencies). We may ask brief questions during your presentation. Afterwards, we may ask questions related to the topic, and to the rest of the curriculum. The exam is not based on the project of the course. The entire examination period (including grading, etc.) is 25 minutes.

The exam curriculum is:

Chapters 3–6 and 8–9 (*except* sections 3.9, 4.7, 5.6.6, 6.2.6, 8.2.7, and 8.4) in:
Artificial Intelligence for Games. Ian Millington. Morgan Kaufmann, 2006.
ISBN 0124977820, 9780124977822.