

Game AI – An Introduction

Don't skip this!

Welcome, welcome!

Welcome! I'm so glad you are here. I'm Adrian and I will be your coach through your AI journey using Godot Engine.

You are now on your way to properly understand Artificial Intelligence in Godot. By the end of the course, you will be able to implement your own AI system in Godot, regardless of your experience level.

But there is more – by finalizing this course you will understand how the AI systems work under the hood, how to tweak them, how to customize them to your liking and more.

Course Structure

Now, let's look at how you can get the most out of this course. This course has 7 modules as following:

- Introduction – which you are currently watching
- Understanding the Environment – is about how the AI Agent perceives the environment it can move in
- Finite State Machines – are the concepts, implementation and a small example of one of the most common ways to implement AI decision making
- Pathfinding – is about the algorithms involved in finding a path from A to B using the information from the environment
- Sensors – are all about how the AI sees and feels the targets, items and what's around it
- And the final project – which will be a full implementation of an AI system
- There is an extra module, the Bonus module, which has an introduction to GDScript and Data Structure Concepts

Besides these modules, the course contains PDF booklets for every chapter in the modules. There is also a project that has all the code, assets and everything you need to browse the examples and the final project.

How can you get the most out of this course

So, how can you get the most out of this course?

Beginner - if you are a beginner, I strongly suggest you finish the welcome module and then head over to the bonus one to do the introduction to GDScript and the Data Structures. After this, you can come back and start with module 2. Try not to skip anything as the modules are related and you might need information presented in a previous one.

Medium - if you already know GDScript and Godot, start directly from module 2. You will be able to get a solid grasp on all the AI concepts to get you started.

Advanced - if you know Godot and some AI, feel free to browse through the course and watch the modules that seem interesting to you. You can also just head straight to the final project.