What is game AI and why should you care

Here we are, in 2022 and most of the top games are multiplayer. A legit question that everyone has is "why should I learn AI when I can make a multiplayer-only game?". And this is a very good question as well.

The main issue with making multiplayer games only is that all of them compete on a finite resource and that's not money. It's time. Which is limited. Most of the big multiplayers already saturate this market.

People might get bored and change, right. But when their friends are still in that game, when they invested hundreds of dollars in items, the decision to let the game go is even harder. This is called sunken cost fallacy and it's real.

Let's say your multiplayer is successful. In that case, a skyrocketing game will face a totally different set of issues. From the need to implement lag mitigation techniques to maintaining a lot of servers and handling cheaters, as your game grows in popularity things don't get easy.

In most cases, an indie multiplayer-only game will become a dead on arrival game. That means that the players at launch won't be enough to make the world feel alive and eventually get bored and leave before new players join. When the new ones join, they will be greeted with a lot of tumbleweeds.

I know this best since I experienced it first-hand.

How can AI, or Artificial Intelligence, help your game?

If your dream is to create a multiplayer game, here's how AI can give your game a strong competing chance. By implementing AI Agents that will fill in for the players, the game will become alive.

The players will replace them one by one when joining and those already in will experience a world that has a lot of opportunities.

If you are working on a singleplayer game, then AI can help your game A LOT. Of course, not all single player games do need it. For example puzzle games. But, the majority does benefit from a proper AI implementation.