# Different types of Game AI

When people discuss AI, automatically they think about Enemies. But that's only one way the players experience AI systems in modern games.

What are the most common types of AI?

**AIs as Enemies** - this is the most found implementation in games. Usually, everything that comes to you and shoots to kill is most likely an Enemy. Enemies come in different flavors to spice up the gameplay: aggressive, defensive, tactical.

**AIs as Companions** - is there a Non-Player Character following you? Then, most likely you got yourself a companion. Be it either for a specific mission or a squad-based game, companions play an important role. Games like Mass Effect or Gears of War have a lot of mechanics focused on companions.

Do it right, and your game will benefit a lot. Have companions going through walls, dying randomly and failing the mission - and your game's player will get a bad experience.

**AIs as your own units** - are you issuing orders to a squad of units in a Real-Time Strategy game? Then, most likely, you are ordering smart AI Agents a tactical decision and they handle the movement, patrolling, attacking or any other action they have.

**AIs as your own character** - are you playing a top-down role playing game where your character moves around a dungeon? Most likely the AI is controlled by a pathfinder that decides where to move exactly, based on your specified move location.

**AIs as invisible helpers** - what if I told you that a game that has 0 non-player characters and in fact, any other moving parts - has AI? It's true. I'm referring to Jonathan Blow's "The Witness" where the AI was used to debug the map to find out the walkable areas.

AIs can take many forms, the limit being the imagination of the developer. My hope is that by getting all the information I provide in this course you will be on your way to make Great AI Systems that will improve your game.

Next, let's look at how an AI can handle decisions.