Logic Programming as Scripting Language for Bots in Computer Games – Research Overview

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Abstract

This publication is to present a summary of research (referred as κ-Labs[1]) carried out in author's Ph.D studies on topic of application of Logic Programming as scripting language for virtual character behavior control in First Person Shooter (FPS) games.

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KEYWORDS: Logic Programming, Video Games, Virtual Characters, Scripting Language, Decision Rules

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[1] website available at `http://www.kappalabs.org`