

Development of an FPS Game with AI Perception Technology

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Abstract: *First Person Shooter games typically involve a human player interacting with computer-controlled game agents. The most common approach used to program the behaviour of game agents is a combination of Reinforcement Learning and the A* algorithm. However, this approach leads to a predictable gaming experience. A new FPS game has been developed using an AI perception system to address this limitation. This system enables more intelligent and adaptive game agents to respond to the player's behaviour and environment in real time. The game uses rule-based decision-making and machine learning techniques such as neural networks to enable game agents to perceive their environment and make decisions based on their observations. This creates a more dynamic and unpredictable gaming experience. The AI perception system used in this game can be adapted for other game genres and applications, leading to more sophisticated and intelligent virtual agents. This new first-person shooter game represents a huge leap in AI-based gaming, offering players an even more realistic and engaging experience.*

Keywords: AI Perception, AI Agents, FPS game, Unreal Engine, Perception of Bots.