

Application of AI in Video Games

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Abstract: *AI brings up a new revolution for transforming the gaming business by improving gameplay, streamlining the process of creating new games, and opening up new avenues for user involvement. In order to better understand the many uses of AI in gaming, this review paper we will concentrate on three main areas: Automated testing, AI based NPC's and Ethic of AI in practice. AI tools simplify the process of creating realistic settings, NPC behaviors, and dynamic storylines in game design and production. AI enhances player experience by offering tailored game experiences through intelligent teaching systems, variable difficulty, and improved NPC interactions that respond to player actions instantly. AI-driven procedural content generation makes it possible to create huge, varied gameenvironments and objectives that provide players with one-of-a-kind, immersive experiences*

Keywords: Artificial Intelligence, Algorithm, Non-Playable-character(NPC), Ethics, Automated testing, Artificial Neural Link, Active learning.