## Bibliography

- [AD86] David Aldous and Persi Diaconis. Shuffling cards and stopping times. American Mathematical Monthly, 93(5):333-48, 1986.
- [BB86] Pierre Berlioux and Philippe Bizard. Algorithms: The Construction, Proof, and Analysis of Programs. John Wiley & Sons, 1986.
- [BD92] Dave Bayer and Persi Diaconis. Trailing the dovetail shuffle to its lair. Annals of Applied Probability, 2(2):294-313, 1992.
- [Ben82] Jon Louis Bentley. Writing Efficient Programs. Prentice-Hall, Englewood Cliffs, NJ, 1982.
- [Ben86] Jon Louis Bentley. *Programming Pearls*. Addison-Wesley, Reading, MA, 1986.
- [Ben90] Jon Louis Bentley. More Programming Pearls: Confessions of a Coder. Addison-Wesley, Reading, MA, 1990.
- [BGRP01] Steve Benford, Chris Greenhalgh, Tom Rodden, and James Pycock. Collaborative virtual environments. Communications of the ACM, 44(7):79-85, 2001.
- [BL01] Nathaniel E. Baughman and Brian Neil Levine. Cheat-proof playout for centralized and distributed online games. In *Proceedings of the Twentieth IEEE Computer and Communication Society INFOCOM Conference*, Anchorage, AK, April 2001.
- [BT01] Paul Bettner and Mark Terrano. 1500 archers on a 28.8: Network programming in Age of Empires and beyond. *Gamasutra*, Mar. 22, 2001. Available at <a href="http://www.gamasutra.com/features/20010322/terrano\_01.htm">http://www.gamasutra.com/features/20010322/terrano\_01.htm</a>).

[CFJ03] Eric Cronin, Burton Filstrup, and Sugih Jamin. Cheat-proofing dead reckoned multiplayer games. In Loo Wai Sing, Wan Hak Man, and Wong Wai, editors, Proceedings of the 2nd International Conference on Application and Development of Computer Games, pages 23-9, Hong Kong SAR, China, January 2003.

- [CLR90] Thomas H. Cormen, Charles E. Leiserson, and Ronald L. Rivest. Introduction to Algorithms. MIT Press, Cambridge, MA, 1990.
- [CMC02] Fred Charles, Steven J. Mead, and Marc Cavazza. Generating dynamic storylines through characters' interactions. International Journal of Intelligent Games & Simulation, 1(1):5-11, 2002.

  Available at \( \http://www.scit.wlv.ac.uk/\com1822/ijigs11.htm \rangle.
- [CMZ01] Michael Capps, Perry McDowell, and Michael Zyda. A future for entertainment-defense research collaboration. *IEEE Computer Graphics and Applications*, 21(1):37–43, 2001.
- [Cos02] Greg Costikyan. I have no words & I must design: Toward a critical vocabulary for games. In Frans Mäyrä, editor, Computer Games and Digital Cultures Conference Proceedings, pages 9–33, Tampere, Finland, June 2002.
- [Cra84] Chris Crawford. The Art of Computer Game Design.
  Osborne/McGraw-Hill, Berkeley, CA, 1984. Available at
  \(\(\(\text{http:}/\)/www.vancouver.wsu.edu/fac/peabody/game-book/Coverpage.html\).
- [Dew84] A. K. Dewdney. Computer recreations: In the game called Core War hostile programs engage in a battle of bits. *Scientific American*, 250(5):14–22, May 1984.
- [Enc03] Encyclopædia Britannica. Game. Encyclopædia Britannica Online, accessed Apr. 23, 2003. <a href="http://search.eb.com/eb/article?eu=36648">http://search.eb.com/eb/article?eu=36648</a>).
- [Fed03] Federation Internationale de Football Association. Laws of the game. Web page, accessed May 2, 2003. \(\lambda \text{http://www.fifa.com/ref/laws\_E.html}\).
- [GHJV95] Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides.

  Design Patterns: Elements of Reusable Object-Oriented

  Software. Addison-Wesley, Reading, MA, 1995.

[GKP94] Ronald L. Graham, Donald E. Knuth, and Oren Patashnik.

Concrete Mathematics: A Foundation for Computer Science.

Addison-Wesley, Reading, MA, second edition, 1994.

- [Gra81] J. M. Graetz. The origin of Spacewar. Creative Computing, pages 56-67, August 1981. Available at <a href="http://www.wheels.org/spacewar/creative/SpacewarOrigin.html">http://www.wheels.org/spacewar/creative/SpacewarOrigin.html</a>).
- [Gri81] David Gries. The Science of Programming. Springer-Verlag, New York, NY, 1981.
- [Hel98] P. Hellekalek. Good random number generators are (not so) easy to find. Mathematics and Computers in Simulation, 46(5-6):485-505, 1998.
- [Hig02] Dan Higgins. Pathfinding design architecture. In Steve Rabin, editor, AI Game Programming Wisdom, pages 122-32. Charles River Media, Hingham, MA, 2002.
- [HM85] Stefan Hertel and Kurt Mehlhorn. Fast triangulation of the plane with respect to simple polygons. *Information and Control*, 64(1-3):52-76, 1985.
- [Hui55] Johan Huizinga. Homo Ludens: A Study of the Play-Element in Culture. The Beacon Press, Boston, MA, 1955.
- [Int99] Intel Platform Security Division. Intel Random Number Generator. Intel Corporation, 1999.
- [JSK03] Ulf Johansson, Cecilia Sönströd, and Rikard König. Cheating by sharing information—the doom of online poker? In Loo Wai Sing, Wan Hak Man, and Wong Wai, editors, Proceedings of the 2nd International Conference on Application and Development of Computer Games, pages 16–22, Hong Kong SAR, China, January 2003.
- [Kei85] J. Mark Keil. Decomposing a polygon into simpler components. SIAM Journal on Computing, 14(4):799-817, 1985.
- [KES01] James Kennedy, Russell C. Eberhart, and Yuhui Shi. Swarm Intelligence. Morgan Kaufmann, San Francisco, CA, 2001.
- [Kir00] Andrew Kirmse. A network protocol for online games. In Mark DeLoura, editor, *Game Programming Gems*, pages 104–8. Charles River Media, 2000.

[KK97] Andrew Kirmse and Chris Kirmse. Security in online games. *Game Developer*, 4(4):20–8, July 1997.

- [Knu98a] Donald E. Knuth. Seminumerical Algorithms, volume 2 of The Art of Computer Programming. Addison-Wesley, Reading, MA, third edition, 1998.
- [Knu98b] Donald E. Knuth. Sorting and Searching, volume 3 of The Art of Computer Programming. Addison-Wesley, Reading, MA, second edition, 1998.
- [KP88] Glenn E. Krasner and Stephen T. Pope. A cookbook for using the model-view-controller user interface paradigm in Smalltalk-80. Journal of Object-Oriented Programming, 1(3):26-49, 1988.
- [KSH03] Timo Kaukoranta, Jouni Smed, and Harri Hakonen. Role of pattern recognition in computer games. In Loo Wai Sing, Wan Hak Man, and Wong Wai, editors, Proceedings of the 2nd International Conference on Application and Development of Computer Games, pages 189-94, Hong Kong SAR, China, January 2003.
- [LKLJ02] Ho Lee, Eric Kozlowski, Scott Lenker, and Sugih Jamin. Multiplayer game cheating prevention with pipelined lockstep protocol. In Ryohei Nakatsu and Jun'ichi Hoshino, editors, Entertainment Computing: Technologies and Applications, IFIP First International Workshop on Entertainment Computing, pages 31-9, Makuhari, Japan, May 2002.
- [LT99] Guy W. Lecky-Thompson. Algorithms for infinite universe. Gamasutra, Sep. 17, 1999. Available at (http://www.gamasutra.com/features/19990917/infinite\_01.htm).
- [LvL01] John E. Laird and Michael van Lent. Human-level AI's killer application: Interactive computer games. AI Magazine, 22(2):15-25, 2001.
- [Mac02] Dana Mackenzie. The mathematics of... shuffling: The Stanford flip. *Discover*, 23(10):22-3, 2002. Available at \(\http://www.discover.com/oct\_02/featmath.html\).
- [Meh84] Kurt Mehlhorn. Data Structures and Algorithms 1: Sorting and Searching, volume 1 of EATCS Monographs on Theoretical Computer Science. Springer-Verlag, Berlin, Germany, 1984.

[Pat03] Amit J. Patel. Amit's thoughts on path-finding. Web page, accessed Aug. 29, 2003. \(\lambda\ttp:\)/theory.stanford.edu/\(\sime\)amitp/GameProgramming/\(\rangle\).

- [PM88] Stephen K. Park and Keith W. Miller. Random number generators: Good ones are hard to find. Communications of the ACM, 31(10):1192-201, 1988.
- [Pri00] Matt Pritchard. How to hurt hackers: The scoop on Internet cheating and how you can combat it. *Gamasutra*, July 24, 2000. Available at (http://www.gamasutra.com/features/20000724/pritchard\_01.htm).
- [Rab00] Steve Rabin. A\* aesthetic optimizations. In Mark DeLoura, editor, Game Programming Gems, pages 264-71. Charles River Media, Hingham, MA, 2000.
- [Rey87] Craig W. Reynolds. Flocks, herds, and schools: A distributed behavioral model. Computer Graphics, 21(4):25-34, 1987.
- [Riv92] Ronald Rivest. The MD5 message digest algorithm. Internet RFC 1321, 1992. Available at \(\http://theory.lcs.mit.edu/\sigmarivest/Rivest-MD5.txt\).
- [RND77] Edward M. Reingold, Jurg Nievergelt, and Narsingh Deo.

  Combinatorial Algorithms: Theory and Practice. Prentice-Hall,
  Englewood Cliffs, NJ, 1977.
- [Sam59] Arthur L. Samuel. Some studies in machine learning using the game of checkers. IBM Journal of Research and Development, 3(3):210-29, 1959. Available at <a href="http://www.research.ibm.com/journal/rd/441/samuel.pdf">http://www.research.ibm.com/journal/rd/441/samuel.pdf</a>.
- [San99] Derek Sanderson. Online justice systems. *Game Developer*, 6(4):42–9, April 1999.
- [SBHS98] Martin R. Stytz, Sheila B. Banks, Larry J. Hutson, and Eugene Santos, Jr. An architecture to support large numbers of computer-generated actors for distributed virtual environments. *Presence*, 7(6):588-616, 1998.
- [SKH02] Jouni Smed, Timo Kaukoranta, and Harri Hakonen. Aspects of networking in multiplayer computer games. *The Electronic Library*, 20(2):87-97, 2002.

[SKH03] Jouni Smed, Timo Kaukoranta, and Harri Hakonen. AlsHockey—a platform for studying synthetic players. In Loo Wai Sing, Wan Hak Man, and Wong Wai, editors, Proceedings of the 2nd International Conference on Application and Development of Computer Games, pages 183–8, Hong Kong SAR, China, January 2003.

- [Sno00] Greg Snook. Simplified 3D movement and pathfinding using navigation meshes. In Mark DeLoura, editor, *Game Programming Gems*, pages 288–304. Charles River Media, Hingham, MA, 2000.
- [Toz02] Paul Tozour. Building a near-optimal navigation mesh. In Steve Rabin, editor, AI Game Programming Wisdom, pages 171-85. Charles River Media, Hingham, MA, 2002.
- [Woo02] Steven Woodcock. Recognizing strategic dispositions: Engaging the enemy. In Steve Rabin, editor, AI Game Programming Wisdom, pages 221–32. Charles River Media, Hingham, MA, 2002.
- [YC02] Jianxin Jeff Yan and Hyun-Jin Choi. Security issues in online games. *The Electronic Library*, 20(2):125-33, 2002.
- [Yob75] Gregory Yob. Hunt the Wumpus. Creative Computing, 1(5):51-4, 1975. Available at \(\lambda \text{http://atariarchives.planetmirror.com/bcc1/showpage.php?page=247}\).
- [ZNR00] José Pablo Zagal, Miguel Nussbaum, and Ricardo Rosas. A model to support the design of multiplayer games. *Presence*, 9(5):448–62, 2000.
- [Zob69] Albert L. Zobrist. A model of visual organization for the game of Go. In *Proceedings of AFIPS Spring Joint Computer Conference*, pages 103-12, Boston, MA, May 1969.