

Contents

Preface	v
1 Introduction	1
1.1 Towards a definition of a computer game	1
1.1.1 Anatomy of computer games	3
1.1.2 Sought-after features	6
1.2 Outline of the course	11
1.2.1 Format of algorithms	12
1.2.2 On notations and notions	14
2 Random Numbers	17
2.1 Linear congruential method	18
2.1.1 Choice of parameters	20
2.1.2 Testing the randomness	22
2.2 Random shuffling	23
2.3 Random numbers in computer games	26
2.3.1 Compressing the game world	26
2.3.2 Synchronized simulation	28
3 Game Trees	31
3.1 Minimax	32
3.2 Alpha-beta pruning	36
4 Path Finding	41
4.1 Discretization of the game world	42
4.1.1 Grid	43
4.1.2 Navigation mesh	44
4.2 Finding the minimum path	45
4.2.1 Evaluation function	47
4.2.2 Properties	48
4.2.3 Algorithm A*	50

4.3 Realizing the movement	51
5 Decision-Making	55
5.1 Decision-making in computer games	55
5.1.1 Level of decision-making	56
5.1.2 Stance towards the player	58
5.1.3 Use of the modelled knowledge	59
5.2 Influence maps	60
5.3 Flocking	64
6 Cheating Prevention	71
6.1 Methods used in cheating	72
6.1.1 Tampering network traffic	72
6.1.2 Illicit information	74
6.1.3 Exploiting design defects	74
6.1.4 Collusion	75
6.1.5 Offending other players	75
6.2 Counter-measures	76
6.2.1 MD5 algorithm	76
6.2.2 Lockstep protocol	77
7 Code Tweaking	81
7.1 Bit fiddling	82
7.1.1 Operating with single bits	84
7.1.2 Grouping bits	86
7.1.3 Bit-parallel routines	94
7.2 Integer arithmetic	100
7.3 Low-level data structures	103
7.3.1 Avoiding initialization	104
7.3.2 Simple dynamic linear structures	104
Bibliography	109
Ludography	115
Index	117