Course Resources
CS 498 GFD: Artificial Intelligence for Computer Games

The following are useful websites:

www.python.org
www.numpy.org
www.flightgear.org

The following are on reserve at Grainger:

Artificial Intelligence: a modern approach (3rd edition), Russell & Norvig
Artificial Intelligence for Games (2nd edition), Millington & Funge
[electronic resource]
Game AI Pro: collected wisdom of game AI professionals, Rabin (Ed.)
Game AI Pro: collected wisdom of game AI professionals, Rabin (Ed.)

The reserve list can be accessed through the library online catalog reserve module at: http://vufind.carli.illinois.edu/vf-uiu/Search/Reserves

You are encouraged to use other resources but all work handed in must be original or clearly attributed (see class policies).