Course Resources

CS 498 GFD: Artificial Intelligence for Computer Games

The following are useful websites:

- www.python.org
- www.numpy.org
- www.flightgear.org
- piazza.com/illinois/fall2016/cs498gfd/home

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.)
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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).