Soaring with Descent 3

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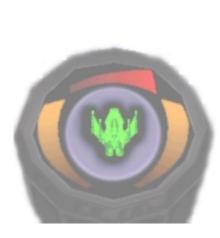
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What's Descent 3?

- First person, space-shooter designed by Outrage Entertainment
- Very impressive graphics/physics engine
- Great existing game AI
- Multi-player

Challenges for Soar

- ## Requires fast and accurate decision making
  - Game AI typically runs every game loop, Soar runs independently
  - Multi-threaded interface using SocketIO
    - Causes Soar's actions to appeared delayed
    - More conservative productions

Challenges for Soar (cont.)

- Potentially overwhelming number of inputs (Designing Input and Output Links)
  - Competing not as game AI but as human player
  - Encapsulating a *user's* experience in IO
  - Efficient communication protocols

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