

This work is concerned with usage of emotions in artificial intelligence in computer games. It inspects possible benefits of emotions for artificial intelligence in the means of better imitation of human behavior. Main goal of this work is the implementation of an emotion model in the environment of the game Unreal Tournament (project UT Emotion Bots) and appraisal of its properties and suitability for the simulation of emotions in FPS games. This work introduces platforms used in the development of the project UT Emotion Bots and it evaluates their suitability for development of artificial intelligence.