

In the present work I study creating of the gaming artificial intelligence from scratch to a level usable in the real world computer game. I present various techniques used for programming of the artificial intelligence. One algorithm for finding the paths over the terrains in the BJS computer game is chosen for implementation and is successfully implemented. Scripting, its use and advantages are discussed in this work and existing scripting language is chosen and embedded into the project. Two types of decision making AI algorithms are studied in more detail and are implemented successfully using the scripting for this purpose.