

Definitions

Set the numeric values relation to its linguistic variables.



Damage

In opponent's life's normalized value (0-1), how much damage each linguistic variable represents.

Default Values

- Very Weak: 0.05 (5% damage)
- Weak: 0.1 (10% damage)
- Medium: 0.15 (15% damage)
- Strong: 0.2 (20% damage)
- Very Strong: 0.25 (25% damage)

Distance

Based on an internal distance normalized value (0-1), how distance is represented by each linguistic variable.

0 meaning the character is as close as possible to the opponent, 1 meaning as far as possible on the

screen.

Default Values

- Very Close: 0.05
 - Close: 0.1
 - Mid: 0.5
 - Far: 0.8
 - Very Far: 0.95
-

Desirability

On a scale of 0 to 1, how much weight does desirability impact on each decision. By default, every possible reaction has a weight of 0 (The Worst Option). When the AI sees nothing higher than 0 as viable option, it stays on *stand by* (idle).

Default Values

- The Worst Option: 0
 - Very Undesirable: 0.15
 - Undesirable: 0.3
 - Not Bad: 0.45
 - Desirable: 0.6
 - Very Desirable: 0.8
 - The Best Option: 1
-

Health

How much health status percentage each linguistic value represents

Default Values

- Healthy: 100
 - Scratched: 90
 - Lightly Wounded: 80
 - Moderately Wounded: 60
 - Seriously Wounded: 40
 - Critically Wounded: 20
 - Almost Dead: 10
 - Dead: 0
-

Movement Speed

Based on the weight of the character and the current game's physics, how much *force applied* is related to each linguistic values.

Default Values

- Very Slow: 0.5
- Slow: 1
- Normal: 3
- Fast: 5
- Very Fast: 7

[< Back to A.I. Editor](#)

From:

<http://www.ufe3d.com/> - **Universal Fighting Engine**

Permanent link:

<http://www.ufe3d.com/doku.php/ai:definitions>

Last update: **2014/10/26 21:36**

