

## **New automata definition of language for game development**

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### **Abstract**

© 2016 Taylor & Francis Group, London. In this paper, we describe a novel Domain-Specific Language (DSL), which is useful for describing AI in games. This DSL is based on a firm theoretical ground of finite automata theory. We provide full specification of the language and discuss the optimized implementation. We use this DSL in the development of an educational game "Bolgar XIV".

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