

ABSTRACT

Disclosed in the present application are a reinforcement learning-based NPC combat decision-making method and a related product. The method comprises: acquiring the current state information of a target NPC, the current state information of a combat object, the current relative pose information, and the historical combat state information of the target NPC versus the combat object, and processing the current state information of the target NPC, the current state information of the combat object and the current relative pose information, so as to obtain an concatenated feature; by means of a long short-term memory network, obtaining a first processing result output by the long short-term memory network; and, on the basis of the first processing result, contextual information of skill release of the target NPC, a skill set of the target NPC, and bonus items of reinforcement learning, by means of reinforcement learning, performing decision making on a combat strategy that should be taken by the target NPC at the next moment. According to the method provided in the present application, after the information required by reinforcement learning is acquired, NPC combat decisions are made by means of reinforcement learning without needing to establish a complex behavior tree, thereby reducing the labor cost.

Fig. 3