

Summary

In virtual spaces, like a computer game, an online gaming, and metaverse, NPC is widely used, which moves independent from players. However, there is a problem of how to get the action pattern of NPCs. There are some problems such as the fact that the action is monotone and the action can be easily forecasted. These factors damage the charm of a virtual space. Solving these problems using Genetic algorithm, is aimed at. As a result, it was successful to diversify the action.