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## What this book is about

Chapter 1, The Introduction, is where we'll be working with the first layer of the game. This chapter provides a brief overview of the necessary background.

Chapter 2, Finite State Machines in game AI—the finite state machine. The chapter starts with a conceptual overview, then dives into an implementation of a state machine in Unity using the built-in tools, such as Mecanim and State Machine Behavior. This chapter is the first to take the reader through an actual example and sets the tone for how future chapters will explain the concepts they cover.