

Philippe Rannou, Fabrice Lamarche, and Marie-Odile Cordier (2012). Enhancing the behavior of virtual characters with long term planning, failure anticipation and opportunism. Motion In Games 2012.

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**Abstract.** Autonomous virtual characters evolve in dynamic virtual environments in which changes may be unpredictable. However, they need to behave properly and adapt their behavior to perceived changes while fulfilling their goals. In this article, we propose a system that combines long term action planning with failure anticipation and opportunism. The system generates plans enriched with information that enable a monitor to detect relevant changes of the environment in order to trigger plan adaptations whenever needed.