

Today, acceleration of internet and common use of web pages, revealed the necessity of work with any browser smoothly for each application without of requirement of any plug-in. Generally, HTML5 is a new body of standards which is formed with the combination of CSS and JavaScript. In this context, by analysing game engines developed for HTML5, their features and advantages are investigated. Although, these game engines are close to catch up with the level of popular game engines, it is seen that none of artificial intelligence library was developed for HTML5 based games up to now. In his study, DignityAI artificial intelligence library is developed to fill this deficiency. Developed library has ability to be integrated to all HTML5 games independently from game engine and to add artificial intelligence dynamics to these games.