Enemies in large rooms will have multiple locations in the room they can walk to and randomly walk between them. They pull a random number and each location they can move to in the room has a number and based on that random number that will correspond with the number of one of the locations they will then walk to that position.

Enemies patrolling hallways and such will have 2 locations that walk between using pathfinding and will stop for a somewhat random interval of time. This time theoretically would be between say 3 and 6 seconds meaning an absolute minimum of 3 and absolute maximum of 6. Then will go back to the other location that have been assigned.

Enemies will move towards the player’s position using pathfinding, after hearing a certain amount of “noise” this is measured with “suspicion” in which the enemy will stop patrolling so they can investigate the noise. When the enemy has stopped hearing that certain level of noise, a counter (probably like 5 seconds give or take.) will count down to the enemy going back to their patrol like nothing happened.