

AI Final architecture document

Alexander Hubble Josh Grazda

State machine

The statemachine simply uses the provided state machine. This uses three different classes being the transition, state machine, and states. The states know about their respective transitions and will clean them up at the end. The state machine will delegate any inputs, updates, and pathfinding to the respective state.

Collision

The collision was set up to in a component type of architecture in which a script would be called to access collision of the object and wall map. This allowed us to restrict the amount of things that checked for collision and kept the memory usage for collision to a minimum. While the collision was not perfect, it worked enough for what we needed and allowed us to create proper functioning item pickups and bullet collision. The main issue coming from the player colliding with a wall.

What we could do better

There are a few small errors and architectural issues that lead to memory leaks throughout the project that we didn't have the time to figure out, these can all be fixed and polished.