Behaviors of each NPC

In this system, each NPC is designed with a unique personality and role that shape how they behave within the game world. These behaviors are dynamic and context-sensitive, influenced by:

• **Interaction with the main player** – NPCs react differently depending on the player's actions, especially in situations involving danger or authority.
• **Interaction between NPCs** – When NPCs encounter others of the same type, they engage in behaviors that reflect social or professional dynamics.
• **Environmental hazards** – Events like tornadoes or fires trigger instinctive or duty-driven responses based on the NPC's role.
• **Personal routine** – Each NPC follows a unique, repeating behavior that reflects their character.

NPC1 – Civilian Behavior (Simple Citizen; Green)

Personality:
Calm, routine-driven, and community-oriented. Lives a peaceful life but reacts with fear to danger.

Behavioral Reactions:

- **Player Interaction**:

    - If the main player **draws a weapon**, NPC1 will detect the threat and **flee in panic**, running away from the player until they are out of the danger zone.

    - They won't confront or resist; instead, they try to preserve their safety.

- **NPC1-to-NPC1 Interaction**:

    - When two NPC1s encounter each other, they **stop walking and engage in a friendly conversation**, using hand gestures and simple talking animations.

    - After the short chat, each resumes their path.

- **Environmental Hazard (e.g., Tornado)**:

    - Upon detecting a nearby tornado or similar threat, NPC1 **runs away in fear**, avoiding the hazard's radius.

    - This behavior mirrors the fear response to the player's weapon.

- **Personal Routine**:

    - At **random intervals**, NPC1 **pauses their path and picks up an object** (e.g., trash, a shiny object, or a lost item). This behavior reflects curiosity or a sense of responsibility.

    - The animation includes crouching and a quick inspection of the object.

NPC2 – Law Enforcement Behavior (Police Officer; Blue)

Personality:
Disciplined, alert, and duty-bound. Maintains order and responds assertively to threats or disturbances.

Behavioral Reactions:

- **Player Interaction**:

- o If the main player **draws a weapon**, nearby NPC2s will be alerted and **approach the player quickly**, surrounding him in a coordinated movement.

- o Once in proximity, they will **hold position**, facing the player with a ready stance, waiting for compliance or disarmament.

- o If the weapon is holstered, they **relax and return** to their regular patrol route.

- **NPC2-to-NPC2 Interaction**:

  - o When two NPC2s encounter each other, they **stop and argue**, representing stress or conflicting opinions on law enforcement tactics.

  - o The argument includes stern gestures and animated dialogue.

- **Environmental Hazard (e.g., Tornado)**:

  - o Upon detecting a tornado, NPC2s **run away from the hazard**, but with a more composed demeanor.

  - o If other NPCs (especially civilians) are nearby, the NPC2 will briefly **signal them** (using pointing animations or voice) to direct them to a safe location before fleeing themselves, simulating **crowd control or influencing their behavior**.

- **Personal Routine**:

  - o At **periodic intervals**, NPC2 **pauses to scan the environment** (e.g., head turning, hand on holster, cautious walk).

  - o This scanning behavior signals vigilance and adds immersion to their patrol role.

NPC3 – Hooligan Behavior (Street gang or performers; Red)

Personality:
Rebellious, energetic, and socially driven. NPC3 thrives on chaos, camaraderie, and group influence. Often disrupts public order and is prone to exaggerated behavior when in numbers.

Behavioral Reactions:

- **Player Interaction**:

  - o When the main player **draws a weapon**, NPC3s nearby will **run away from the threat** until they are safely out of range.

  - o Despite their bold and wild demeanor, they avoid direct confrontation when weapons are involved.

- **NPC3-to-NPC2 Interaction**:

  - o When a **lone NPC3 encounters NPC2** (law enforcement), he will **lower his posture** while walking, signaling a momentary submission or avoidance, as long as the two do not cross paths directly.

- **NPC3-to-NPC3 Interaction**:

  - o When two NPC3s meet, they engage in a **"rap" interaction**, performing synchronized gestures and expressive movement that showcases their bond.

  - o This increases their **area of influence**, encouraging other NPC3s to join in.

- **Group Behavior**:

- o When **more than two NPC3s** are present in the same area, their influence grows even more, and the group will **begin dancing in a coordinated routine**.

- o This performance attracts attention and reinforces their identity as a rebellious, expressive group.

- **Police Disruption**:

  - o If an NPC2 arrives at a gathering of NPC3s, the **nearest NPC3 who detects the officer will signal the group**, causing all members in the area to **scatter and flee** in different directions.

- **Environmental Hazard (e.g., Tornado)**:

  - o When near a tornado or similar danger, NPC3s **immediately run away**, abandoning whatever they're doing until they are out of harm's way.

- **Personal Routines**:

  - o At regular intervals, when either in the dancing routine or when fleeing NPC2, members of NPC3 will **perform a random stunt**, such as flips, jumps, spins, or risky acrobatics, expressing their rebellious energy.