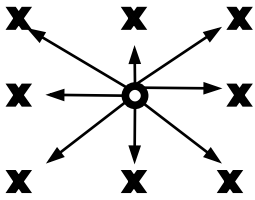


# Enemy Movement Patterns

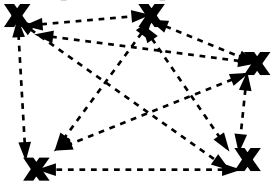
PROJECT: VAULT

## 1. Completely Random



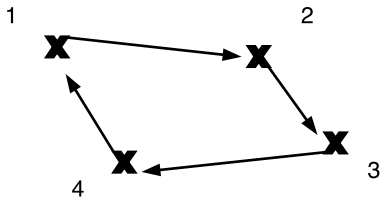
- Randomly Goes in any direction
- Random Length/time
- Pauses Randomly w/ random pause time
- Should have AI to prevent wall hugging

## 2. Path [Random]



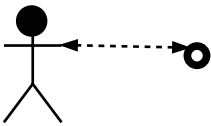
- Set of destination points
- Randomly goes to those points
- Randomly pauses w/ random pause time
- Pause can be fixed time

## 3. Path [Ordered]



- Goes to points in order
- Pauses Randomly w/ random pause time
- Should have AI to prevent wall hugging

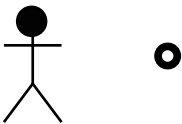
## 4. Static [Magnetic]



Player

- Stays in one place
- returns to point if player agros

## 5. Static [Magnetic]



Player

- Stays in one spot
- Doesn't move on own
- Stationary