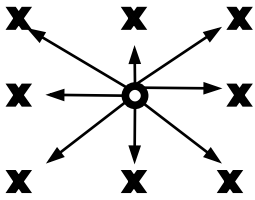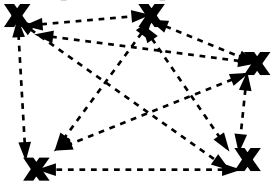# Enemy Movement Patterns

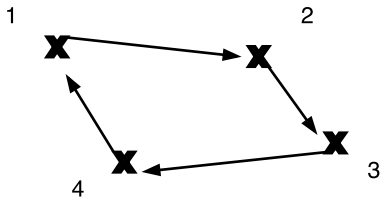PROJECT: VAULT

1. Completely Random

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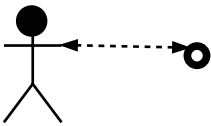-Should have AI to prevent wall hugging

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]

1   2

4   3

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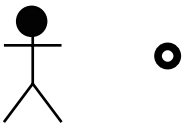-Should have AI to prevent wall hugging

4. Static
[Magnetic]

Player

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

5. Static [Still]

Player

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