Basic enemy shooting:

After a short windup the enemy will shoot X number of projectiles, each with a small delay in between.

So that if X were 2 then it would look like (Player detected windup, projectile 1, delay, projectile 2, windup (loop)…)

If possible each shot would be a random amount of area off from the player’s direction, giving it a chance to miss.

Player detection:

All enemies should have a 3 dimensional cone of vision they use to detect the player, this cone will (if possible) not detect through walls. Once the player is detected, this cone may need to become bigger.

And if the shot of a player hits an enemy, this enemy should automatically detect the player.

“detection” is time limited. If the player remains out of the detection field for a long enough time, then the enemy returns to its idle state.

Drone movement:

drone has a 3 dimensional area assigned to them. Every (random number between 2 assigned ints) seconds the drone receives a new “objective point” within this area and starts flying to it (the countdown to next objective point is not active until the objective is reached). If a player is detected the drone start shooting at it, but its movement pattern is unchanged