* Submachine gun mercenary
* Engages the player at medium range (moves away if too close, pursues if too far)
* Periodically fires bursts from their submachine gun
* Moderately cautious AI, will seek cover from attacks
* Shotgun mercenary
* Engages the player at short range (moves away if too close, pursues if too far)
* Continuously fires shots from their shotgun
* More aggressive AI, will seek cover from attacks but also dodge them and prioritise locations closer to the player.
* Rifle mercenary
* Engages the player at long range (moves away if too close, pursues if too far)
* Fires shots from their rifle
* Moderately cautious AI, will seek cover from attacks
* Sniper
* Hides in a stationary perch and takes precise shots at the player
* Can be shot out with a rifle or grenade launcher
* Can this enemy be flushed out of their perch without being killed? Do they then act as a regular enemy? Do they just act like a rifle mercenary, or do they have their own AI and weaponry?
* Grenadier
* Fires powerful impact grenades from their launcher, but switches to a pistol in close quarters
* Cautiously maintains a long distance from the player, as their weapon is ineffective in close quarters
* Bulwark
* Engages the player at short to medium ranges, holding up a large ballistic shield and slowly firing.
* Slow movement speed
* Slow movement speed and does not dodge or avoid attacks, because their shield will tank damage for them
* Wields either a submachine gun or a shotgun. If their shield is destroyed, they will revert to acting like a standard fodder enemy, based on the weapon they’re holding.
* Gunner?
* Berserker
* Pursues the player at close quarters with high speed and aggression, diverting from their course only to (infrequently) dodge attacks
* Wields either a shotgun or submachine gun, rapidly firing when line of sight is established
* Officer
* Engages player in combat but is comfortable at almost any range
* Switches between a pistol, shotgun, rifle or grenade launcher depending on range
* Cautious sense of self-preservation and is fine with moving away from the player, due to their long-range capabilities, but will also dodge as well as just seeking cover
* Jetpack enemy?
* Carries a submachine gun, shotgun, rifle or grenade launcher.
* Operates at similar ranges to respective standard enemies depending on their weapon, but if they need to move they will activate their jetpack and fly there (jetpack usage will be a separate AI movement function).
* Jetpack has a cooldown so they don’t spam it
* AI turret
* Stationary, tracks and shoots at player
* Kamikaze drone
* [Armoured robot]
* Suicidally charges towards player, without blocking attacks
* Tanks damage from all sides with their armoured plating
* Needs some kind of gimmick for defeating them, besides hacking them. Maybe blasting off their armour with explosives before shooting their internals with conventional weaponry?

AI code to implement

* Looping function for engaging a target (with a minimum and maximum range)
* Function for jetpack enemy that switches between regular movement and jetpack usage, depending on cooldown and distance
* Looping function for aiming and attacking with a particular weapon
* Code for switching between different attacks depending on range

Ammunition that needs to drop from enemies

* Rifle ammunition
* Pistol ammunition
* Buckshot
* Taser slugs
* HEDP grenades
* Hand grenades