Goals

* Idle
* Wander
* Patrol
* InvestigateSuspiciousThing
* SearchTargetLastKnownPosition
* FindEngagementPosition
* AttackTarget
* AvoidAttack

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Requirements | Function | Is completed | On completion |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
| Engage target | AI is aware of target position | Find target position |  | AI is in a position where it can aim at a target |
| Find safe position from attack |  |  |  |  |
|  |  |  |  |  |
| Aim at target | AI is in a position where it can aim at a target | Rotate aim towards target | Aim angle/position is within a certain threshold | Aim is on target |
| Shoot at target | Aim is on target | Perform a telegraph then an attack | Attack sequence is done |  |

Several functions are included in a list

A single function is assigned for the enemy to perform

The enemy’s GOAP planner figures out all necessary prerequisites and generates a list of actions to fulfil those prerequisites