Requirements

Code that will run one of an array of states, prioritising one but deferring to a less important state if the prerequisites are not met

A state in the array can be either multiple states ran at once, or a sub-array that switches based on its own criteria.

State in priority thing

Enemy AI states and priorities

Combat (prerequisite – enemy found) (changes between several behaviours)

Search (prerequisite – aware of enemy, but hasn’t found them)

MultiAction – Can run any combination of Action, FSM, PriorityActionHandler and GoapPlanner

FSM

PriorityActionHandler – can only run PriorityActions

GoapPlanner