Game: Deathbox

Overview:

Two Gladiboxers fight to the death in an arena full of traps.

AI Breakdown:

Warrior:

      -Pursues Archer

      -Attacks when within certain distance

            -Pauses to attack

      -Evades arrows

            -Blocks with Shield if can't evade in time

                 -Shield loses durability

      -Avoids arena traps

      Adrenaline (Low HP) State:

            -Increase Atk Speed/Dmg.

            -Increase Move Speed.

Archer:

      -Evades Warrior

      -Attacks (Shoots) when far enough away from Warrior.

            -Pauses to attack.

      -Seeks ammo when low on it.

      -Avoids traps.

      Adrenaline (Low HP) State:

-Stops Fleeing, focuses on shooting

-Increase Atk Spd.

Decision Making:

I chose the decision tree as I saw it as an easy way to see and understand how the my Ai will think.

Since I only had two Ai, and their decisions weren't overly complex, a decision tree seemed to work.

Pathfinding:

I haven't implemented pathfinding in this game, but i have the code there ready to be implemented.

I chose A* as it is far quicker pathfinding algorithm.