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.