AI development plan:

I plan to make a 3d platformer chase game where there will be an enemy ai that is fleeing from the player firing shots that create obstacles and spawn enemies to chase the player.

Enemy runner AI:  
Flee behavior primarily, and when the player gets far enough back the enemy ai will fire a random obstacle/enemy near the player to slow them down.

The enemy AI will need to keep track of walls, obstacles, and the player.

Shot types planning:

Remove floor tile,

Spawn Chaser (3 max it will have a counter)

Spawn a block that the player has to run around or jump over

Enemy Chaser AI:

Insanely simplistic this AI will spawn and be given a 3 by 3 patrol cube around it’s spawn location that it will patrol unless the player is within 5 tiles of the patrol cube in which case the chaser will change to Pursue behavior until the player has exited the 8x8 sensory cube that the chaser patrols, note if there is a missing tile the Chaser will move to avoid this tile.

Player basics:

Movement/camera script

Firing script to remove chaser enemies and slow runner enemy