

## Mission Objectives:

The purpose of this assignment is to give you experience creating some sort of AI behavior:

- create enemies that behave/move in a realistic way
- describe how different AI strategies work

## Quest Summary

- Create at least one steering behavior component to be added to an NPC.
- At least one NPC should make a decision based on the state of the world.

## Suggested Division of Labor

### MEMBER 1:

- Steering Behavior

### MEMBER 2:

- Decision Behavior

## Submission

All code should be submitted to your repository using GitHub desktop to “Commit” and “Push” your code. The last push date will be considered your date of submission.

No need for videos!

## Bonus XP

You can receive up to 600XP on this assignment.

- **Triforce SideQuest (100xp) C-c-c-c-c-combo!**
  - ◆ **Implement a steering behavior other than seek, flee, or arrive.**
- **(500XP) Behavior Tree**
  - ◆ A fully implemented behavior tree. There is [one implemented in Java here](#).