Enemy AI

State: Wander

Have list of wander points, 1 per room?

In each room, cursory search (scan) for a second or two.

After this, go to next random wander point from list.

State: Scan

A quick search of a room, likely just turning head to do a quick scan of the room.

State: Search

The player has been spotted, but is now no longer in sight.

The monster will go to the place the player was last seen and do a more thorough search from there.

Moving about in a Radius X of the point for a while, attempting to find the player again.

State: Hunt

The player is currently within sight and the monster will pursue until the target is caught.

State: Wander

Point = random point from list.

Move to point.

If (detect player) -> State to Hunt.

State to Scan.

State: Scan

Look around.

If (detect player) -> State to Hunt.

State to Wander.

State: Hunt

If (see player) -> Move to player.

If (lost player) -> State to Search.

If (reach player) -> Kill player.

State: Search

Go to player’s last known position.

State to Scan.