There will exist a series of objects in the game field, “Nodes”.

The artificial intelligence will contain a finite-state machine, as follows:

Player enters

melee range

Player leaves the range

Player enters a certain range and is visible (check via raycast)

Player leaves

melee range

Attempt to melee the player

Pathfind towards the Node nearest the player, using Dijkstra’s algorithm

Move directly towards the player and attack