**AI For Games**

**Overview**

The player enters an empty bridge and walks out, an enemy ai stalks the player by walking across the side of the bridge as they walk across. When the play gets about half way the enemy jumps up and blocks the path, two gates come down either side to lock the player onto the bride.

**AI Overview**

The AI would have an initial stalking state which would result in them walking along the outside side of the bridge. It would then enter it’s hostile state and begin attacking. After taking significant damage it would enter a flee state where it would go under the bridge. When under the bridge it would enter it’s sneak attack state where it would attack the player by sticking it’s sharp tail through the bottom of the bridge.

There would be a second passive AI that would be a fairy, this fairy would float around in an idle state most of the time. When the player takes a certain amount of damage the fairy would move towards the player. When within range the fairy would randomly drop a health pickup that the player can use the recover their health. However when the fairy is attempting to give the player a health pickup the enemy ai will switch targets and attack the fairy, when the fairy is hit it will return to it’s idle state

**States**



