**AI For Games**

**Overview**

Player starts in a small hub area (develop hub area after enemy infested area) with several connected areas, all but one of these is locked. The player enters the unlocked area. In this area the player must make it to the end to collect a crystal. Between the player and the crystal will be two different AI enemies. One will be a small monster that will be idle until the player gets within its sight range and then will move to player and attack. The second AI will be a thief, it will slowly move through the level and attempt to reach the crystal before the player does and steal it. It will also have a ‘scared’ state which will render it immobile for a short period. The player must make their way through the level, defeating the monsters to open gates, while figuring out how to scare the thief to bide themselves more time to reach the crystal first.

**Extras**

This section is for extras, examples being, more AI, boss AI, making the hero controlled by AI etc. These will be worked out and put in this section as they are.

**AI Overview**

Monster – The monster AI would have two states, these would be:

Idle – The monster will wander in a small area and be passive, when the player enters their sight range it will change to it’s hostile state.

Hostile – The monster will move toward the player and when close enough will attack them. If the player moves far enough away, out of their sight range, the monster will return to the Idle state.

Thief – The Thief AI will have two states, these would be.

Steal – In this state the thief will move towards the crystal at the end of the stage, avoiding any obstacles and enemies along the way. The player can do certain things to scare the thief which will put it into it’s scared state.

Scared – The thief will be totally immobile in this state, after a certain amount of time it will check to see if it is safe, and if it is it will change back to it’s steal state.