Special Forces stealth game - infiltrate procedural generated enemy bases of increasing difficulty

Chance for learning ai

# Desirability

* AI Will want to pick-up longer-range rifles if there is no fog
* The AI will call for a medic if one is in range instead of performing a healing action
* AI may use melee instead of weapons if the player is to close
* AI will use desirability to select what to do and when to do it based on predication and preselected strategies I will give it.
* Human AI Class who is the template ai for the “deviants” of this ai.
  1. Patrol
  2. Run
  3. Fight
  4. Stealth
  5. Alert
  6. Rearm
  7. Get Health
* Procedurally generate the level with multiple floors
* AI have desirability based on their toolset and weapons
* AI will choose what weapons to take based on a briefing
* AI will patrol the whole base and walk up and down stairs etc
* AI could be controlled by a central commander
* AI could have radio communication and check-ups
* AI could have differing skillsets
* AI could have classes

Gameplay is simply to infiltrate the base, take out enemy ai when needed and exfill when you have a document or laptop