

Summary of Enemy NPC behavior:

- Rob register
- Get to cover when shot at (running animation)
- Investigate: Search the area for the player. Stand idle at certain intervals (idle combat animation).
- End Investigation and enter combat mode upon spotting the target (player) within a set field of view.
- Fire range weapon
- Reload
- Hit melee weapon (Focus on guns first)
- Kill the player
- Flank
- Threaten the player (“stop resisting”)
- Pick u
- Call outs: “Cover me I’m reloading”. “Lost sight of him”. “I’m hit”. “Do you see him”? “Shut the fuck up”. “Come out asshole”. “You killed my friends”. “Help”. “Shh”. “You’re Dead”. “Fuck”. “No”. “Cover me”. “Flanking”.

Goals:

Goals	Required World State
Kill Enemy	
Flank	
Survive	

Actions:

Other Systems:

References

<https://github.com/caesuric/mountain-goap>

<https://forum.unity.com/threads/a-goap-goal-oriented-action-planning-library-beyond-goap.763478/>