

Use case: Enemy Move

Summary: The describes how the AI of a single enemy is reacts to its environment.

Priority: Medium

Extends: -

Includes: Swallow Entity, Collision

Participators: An enemy. And if it happens to run into some entity, the entity it ran into to.

Normal flow of events

The enemy examines its environment and tries to make an intelligent move. There are entities within its field of view. No collisions occur.

	Actor	System
1		Scan the environment for entities. The field of view is 40 times the size of the enemy area.
2		Determine which entity to target. The player is of the highest priority and will always be targeted. If the player isn't present the smallest eatable enemy is targeted. If no enemies close by can be eaten then the smallest eatable planet will be targeted.
3		Now move in the direction of that entity.

Alternate flows

Flow 1.1 There are no entities in the field of vision to eat.

	Actor	System
1		Enlarge the field of view to twice the size then try to find enteties again. Repeat if there are still no entities in range.

Flow 3.1 The Enemy collides with something after the move: UC Collisions.