

## Use case: Enemy Move

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

**Priority: Medel**

**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 as big as the player camera, to keep things fair, and beatable.
2		Determine which entity to target. The AI will prefer the largest, eatable entities first. Other black holes will be preferred over planets.
3		Now move in the direction of that entity. To deal with obstacles, a path-finding AI is used.

### Alternate flows

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

	Actor	System
1		Start going in some random direction to find entities. If the wall has been reached then go into some other random direction, but do keep track of which places have already been scanned for enetities, and don't explore places which hasn't already been explored. Repat until some stray entity has been found.

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