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 60 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 and enemy do not stand still.

	Actor	System
1		Enemy will continue forward

Alternate flows
Flow 1.2 There are no entities in the field of vision to eat and enemy stand still.

	Actor	System
1		Enemy will go in random direction.

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