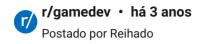


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## Should 2d shmup enemies have an AI or just follow a path?

I'm making a 2d shmup and I'm done with player movement/shooting mechanics. My next goal is to add enemies. I see two possibilities. One, make enemies follow a predetermined path(which is set up via some spline editor). This approach is quite similar to most sidescrolling shmups and most of the design revolves around creating enjoyable enemy patterns to master. This is also good for worm like bosses.

The other approach is to write enemies like any other combat AI that will try to attack when the player is in range. This generates more emergent patterns but seems lackluster most of the time.

I know that the choice will also depend on whether I want a top down shmup or a sidescrolling one. Since I don't have gravity in the game the code would be identical. But I haven't really played many sidescrolling ones. Thoughts?







7 comentários ordenados por A Melhores V

## Adicionar comentário



deadmansArmour Netherguild dev @DavidCodeAndArt • há 3 anos

If the AI version doesn't create nice patterns, maybe save them to only rare enemies or so-but be sure to have these Als be "clear" and straightforward to the player, at least to some extent.

Another cool idea is having enemies move in different ways, for example having some enemies move by spherical interpolation or teleport (in a predictable fashion) in addition to more regular shump enemies!





## MuddledMoogle • há 3 anos

It depends what you want the player to be doing. If you want the game's skill to be about memorising and navigating patterns, then fixed path enemies is the way to go. If you want the game to be more about onthe-spot reaction time, then have AI driven enemies.

These two types of enemy design will give the game a very different feel.

It's also possible to blend the two, having enemies that have some AI but their attacks are pattern based. Or enemies that follow a fixed path, but attack based on Al.





