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r/gamedev • há 3 anos

Postado por Reihado

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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?

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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 AIs 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!

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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 on-the-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 AI.

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TomK6505 • há 3 anos   ···

My enemies in my 2D work by range, so when you're in their trigger they follow your position, keep meaning to add in a random movement thing for when they're idle but never get round to it

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yarrpirates • há 3 anos   ···

How about predetermined paths, but the enemies have like three different paths they can choose between depending on player position/weapon choice?

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FloRulGames • há 3 anos   ···

My schmupp has some AI with steering behaviors, it makes really complex and organic patterns without having a ton of code behind it.

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Did you ever play an older game called Soldat? That was a mix of preset waypoint based pathing for greater map traversal, with the AI taking over when close to the player. It made for very fun and smart enemies.

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