## Enemy behavior 1std Iteration

**Enemy 1**

Walks in set path.

At every point in set path, stops looks around.

Hears Player:

Looks into the direction of sound (player), walks towards sound, looks around.

After set amount of time goes back to original path.

Sees Player:

Looks to player for a set amount of time, screams, starts chasing player.

**Enemy 2**

Fly’s in set path.

Hears Player:

Fly’s into direction of sound (player), patrols above the player. After set amount of time flys back to it’s set or random path.

Sees Player:

Starts chasing player immediately.

->When gets close stuck on head, confuse player

**Enemy 3**

Walks in set path or sits.

Hears Player:

Crawls towards him and looks around, after set amount of time returns to original path.

Sees Player:

Crawls towards player, if in range of player jumps and clings to him.

Enemy 4

Sit’s on ceiling.

Vers. 1:

If player walks directly under enemy, it let’s itself fall onto head of player.

If player walks not directly under enemy but past it, nothing happens.

Vers 2:

If player walks directly under enemy, it let’s itself fall onto head of player.

If player walks not directly under enemy, but past it, it let’s itself fall and then behaves like enemy 3.

**OPTIONAL YO:** Vers. 3:

If player walks directly under enemy, it let’s itself fall onto head of player.

If player walks not directly under enemy, but past it, it will follow player on ceiling and drop onto his head if directly above it. Stops following after set amount of time and returns to it’s place.