

AI Analyse

Don't Starve - Chester

Function:

- Keep itself alive
- Protect itself
- Storage for player

States:

- Wait for player to move – if player is standing still or it is in range again of player
- Walk – if player is far enough away
- Waiting for item selection – if player selected the option to feed him
- Attacking – when bees are very close

Good:

- Does not follow the player closely. It waits until the player has moved enough, before it follows the player again.
- Gives exactly the amount of space a normal chest can have, but now you can carry it with you.
- It can't be killed as far as I know, therefore the player doesn't get another responsibility and a risk to lose valuable stuff stored inside it.

Improvements:

- Let it help attack
- Stand closer besides the player. So player does not have to walk too much.



Luigi's Mansion – Shy Guy Ghosts

Function:

- Scare Luigi
- Hurt Luigi with spear

States:

- Turning and flying down – when Luigi is in room/First appear
- Turning around each other in pairs –when just appeared
- Walking towards Luigi – when mask on and not flashed and Luigi is rather close by
- Walking around – Luigi is not nearby and mask on and alone
- Walking around – when face mask has fallen off and alone
- Stand still – when shot with flash light
- Running away from Luigi – when sucking them up with vacuum cleaner
- Attacking (turning around with spear) – when close by Luigi and mask on or after state “turning around each other in pairs”



Good:

- They do their job in avoiding Luigi, as they can move very quickly, which makes them hard to flash.
- They require to first suck of the mask, but you can then quickly flash them, which is a nice combo to perform and gives the player a feel of control when the player succeeds.
- Right now it's an easy ghost for beginners to learn all the different mechanics ghost can have.

Improvements:

- Make them more aggressive towards Luigi. Now they are not really a threat to the player as they move slowly and attack slowly. Increasing the speeds would help.
- It would be nice if they moved around together when turning in pairs. This would make it a bit unpredictable and would give the player a bit more of a challenge.