ENEMY AI SYSTEM

PETROL,CHASE AND ATTACK

CREDIT

By: <RADRENDERS> | | 11/21/2025
https://www.youtube.com/channel/UCcagrloH
Rxnbir@yahoo.com

SUMMARY

Modular enemy AI with Patrol, Chase, Attack, Flee, Investigate, Idle, and Dead states — NavMesh-ready, color-coded, and drop-in ready.

FEAUTES

- PATROL / CHASE / ATTACK / FLEE / INVESTIGATE / IDLE / DEAD
- NAVMESH PATHFINDING
- COLOR-CODED STATES
- WORKS WITH JUST 2 SCRIPTS
- MODULAR & EXTENDABLE

SCRIPTS

- Enemy3D.gd
- Player.gd

PUBLIC SETTINGS

- player (Node reference)
- detection_range
- attack_range
- lose_target_range
- patrol_speed, chase_speed, flee_speed
- rotation_speed
- patrol_wait_time
- health, max_health, damage, attack_cooldown
- is_ranged, flee_health_threshold
- show_state_label, change_color_by_state
- investigate_duration, nav_agent_path

REQUIREMENTS

- Engine: Godot 4.x (tested on 4.2+)
- Input System: No (uses built-in Input)
- Animator: Optional (AnimationPlayer supported)
- Extra Packages: No

Notes from dev

- Controls (player): WASD,space
- Special notes: Bake NavMesh; ensure patrol points are on NavMesh; enable "Change Color By State" to see visual feedback.
- Included test objects: Player, Enemy3D, PatrolPoint markers, NavigationRegion3D (baked).

How To Use

- Step 1: Copy files to project: Enemy3D.gd, Player.gd, enemy_3d.tscn, player.tscn, test_level.tscn.
- Step 2: Add NavigationRegion3D and bake NavMesh.
- Step 3: Place Player instance and Enemy3D instances; add Marker3D patrol points.
- Step 4: In Enemy inspector assign Player, patrol points, and tune detection/attack ranges → Play.

Join project R?

Want to be part of the movement or help others?
You can join the Discord here:
https://discord.gg/bBfxE78UTA
only if you want to connect or contribute.