Enemy AI

To compile:

g++ -std=c++14 -o play -I ./include/ -I/Library/Frameworks/SDL2.framework/Headers ./\*.cpp -F/Library/Frameworks -framework SDL2 -I/Library/Frameworks/SDL2\_image.framework/Headers -F/Library/Frameworks -framework SDL2\_image -lSDL2\_ttf

To run:

./play

**Intro:**

In this game, the player can freely move. But if the player be seen and attacked by the enemy, he will lose points. There is a sight range for the enemy. If the player is too close to the enemy, the enemy will see him and start to chase him. If the enemy touches the player, the player loses health. Since my focus of this project is on building enemy AI, this game is more about how to avoid being attacked by the enemy for the player. I know it’s not fun. I do list some extended goals that can make this game more completed. If I have enough time, I will try to finish that extended part. I will use SDL2 for this project.

图形用户界面, 应用程序

描述已自动生成

player: He can freely move around in the scene. The movement is controlled by your mouse.

enemy: He has 2 states. If the player is far away, he will patrol. If the player is in sight range, he will start to chase.

score board: It shows and updates the player’s health. If the player touches the enemy, he will lose health.

basic game environment: load some images to represent the player, and the enemy.

**Extended Part:**

* Build a Maze with several enemies inside. The goal of the player will be ‘try to escape and avoid being attacked’. The player cannot freely move now. He will need to find a path to move.
* Add some first-aid kits. If the player was attacked, he can choose to find first-aid kit first. Then he can recover his health points. In this case, I will add more enemies so that it’s necessary for the player to find first-aid kits or he will die.

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