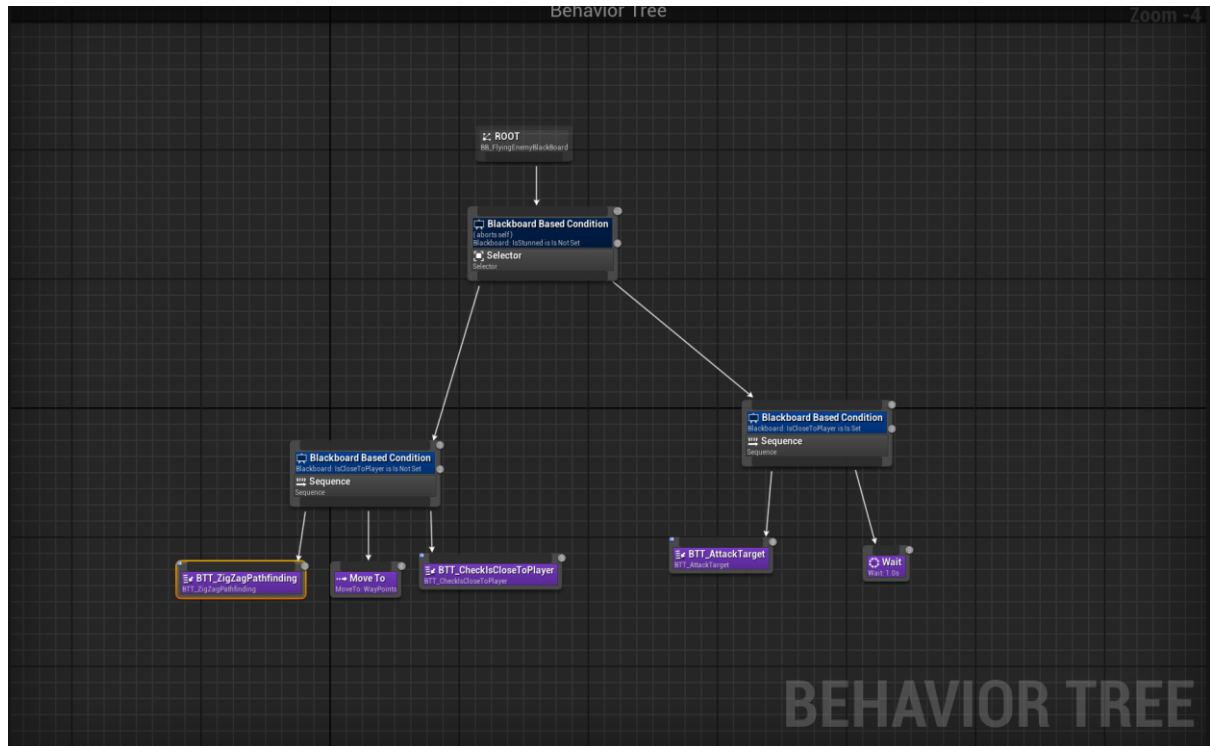


Starting with the behavior tree of the enemy. It goes from left to right, starting at the selector, it checks in the ai controller if a boolean is true or not, that boolean being the one that sees the distance between the player and enemy. If it is not close yet, it goes to the zigzag pathfinding, creates a zigzag, moves towards it, then starts again. When it is close, it moves towards the player, and attacks it.



The zigzag pathfinidng is rather simple, what it does is get the location and rotation of the player and the enemy, it combines it with the rotation of the direction , gets it as a forward vector and then adds a random rotation to it. Thus causing the enemy to create randomly generated waypoints between a certain angle, and moving towards the player at the same time.

