1. The NPC was given a particular “patrolling” pattern to follow. It will loop in a circle forever until a player approaches its area of patrol. This was achieved by simply resetting the pattern index to zero after all of the patterns had been used.

2. If a player approaches the NPC, it will cease patrolling and chase after the player. If the player gets out of RANGE of the NPC, it will resume patrolling. This was done by finding the length of the vector between the center points of the NPC and the player, and then that length was checked against a set value for the distance (in this case, 200 pixels).