2. What if we want to implement obstacle avoidance for the same enemy, what would we add, remove, or change? Explain what you would do.

Obstacle avoidance would be implemented by altering the Pathfinding component in order to accommodate obstacles. This could be done by giving obstacles the same property as an immovable object (such as a wall), which the enemy cannot avoid.

3. If we want to make the enemy actor controllable, how would we change the component system for the enemy? Explain what would change

To make the enemy actor controllable, the pathfinding component would become a parent to a new component called “Enemy.A.I.”, where controls and other basic properties would be defined to control the enemy.