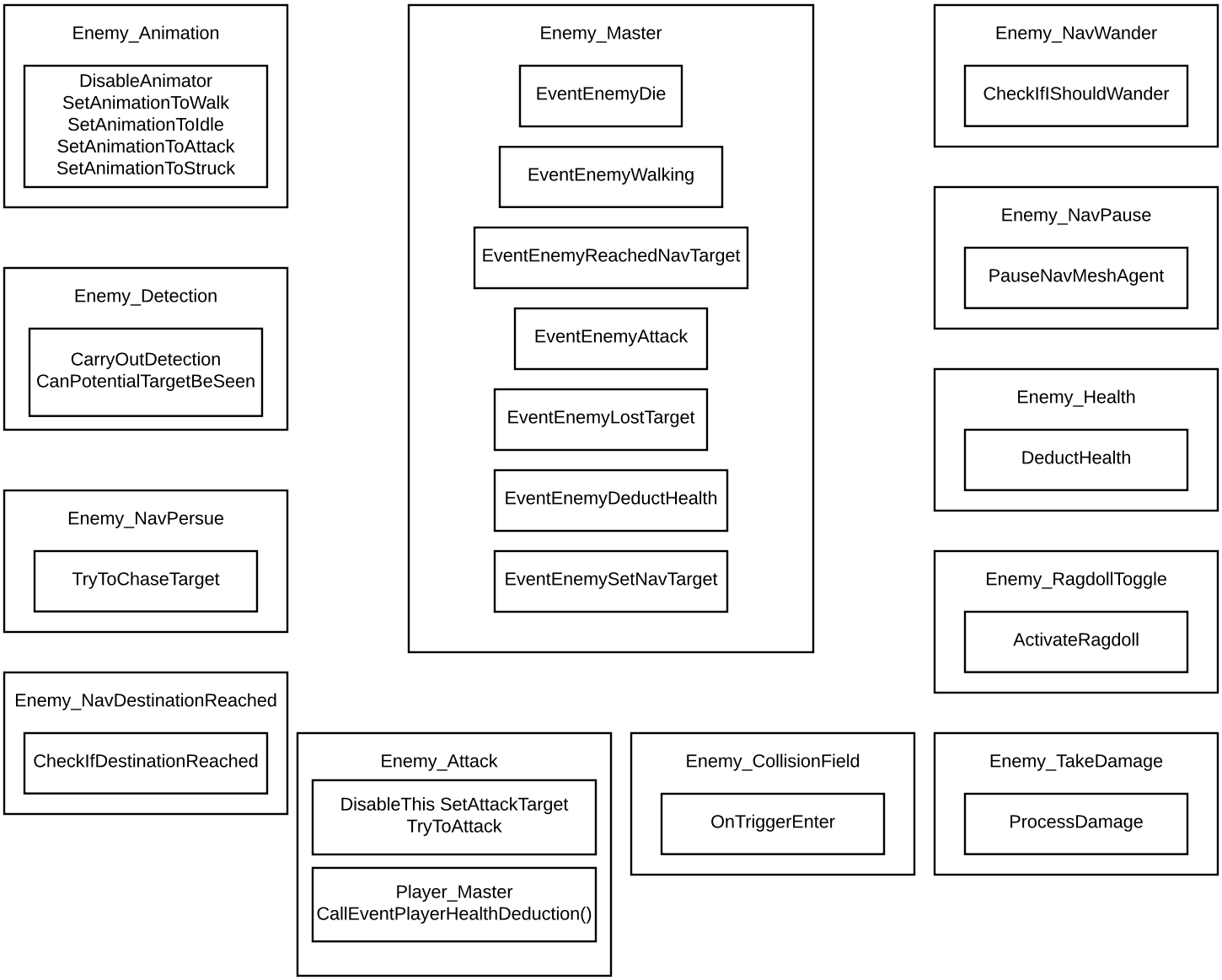
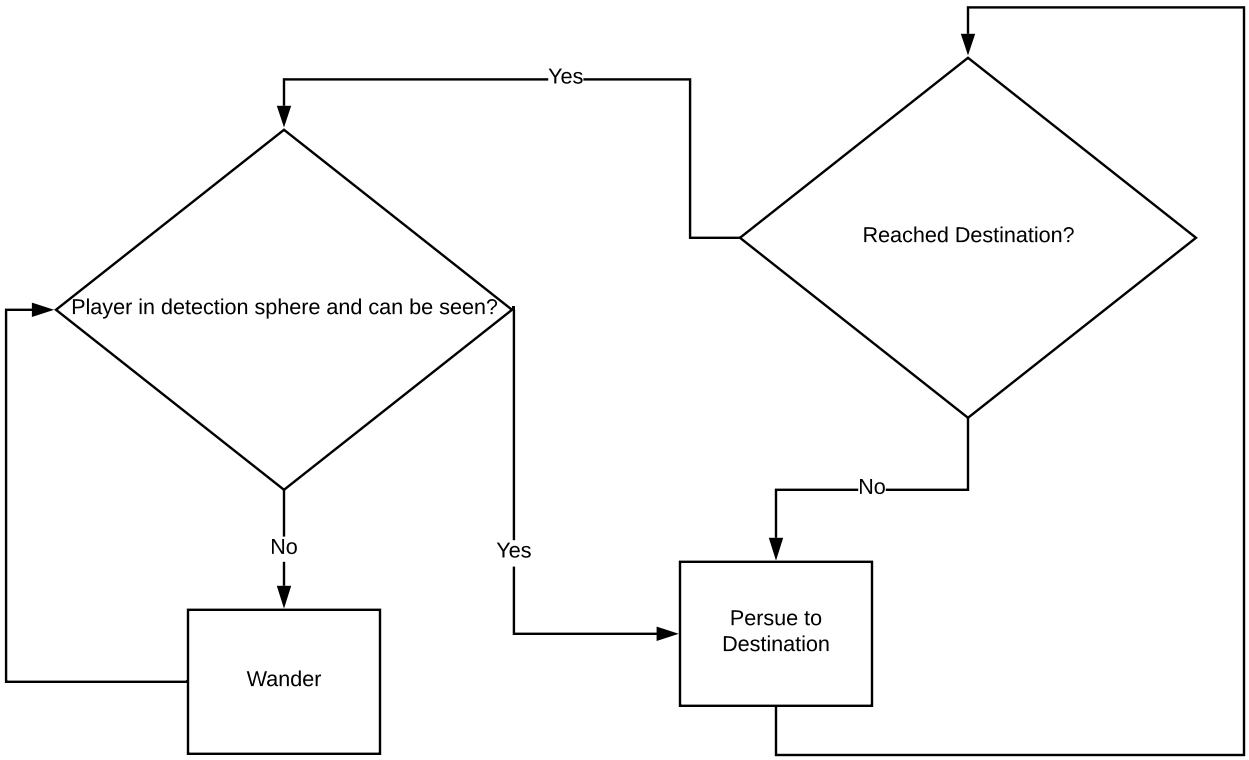
Enemy


Enemy_Animation
DisableAnimator
SetAnimationToWalk
SetAnimationToIdle
SetAnimationToAttack
SetAnimationToStruck
Enemy_Master
EventEnemyDie
EventEnemyWalking
EventEnemyReachedNavTarget
EventEnemyAttack
EventEnemyLostTarget
EventEnemyDeductHealth
EventEnemySetNavTarget
Enemy_NavWander
CheckIfIShouldWander
Enemy_NavPause
PauseNavMeshAgent
Enemy_Detection
CarryOutDetection
CanPotentialTargetBeSeen
Enemy_Health
DeductHealth
Enemy_NavPersue
TryToChaseTarget
Enemy_RagdollToggle
ActivateRagdoll
Enemy_NavDestinationReached
CheckIfDestinationReached
Enemy_Attack
DisableThis SetAttackTarget
TryToAttack
Player_Master
CallEventPlayerHealthDeduction()
Enemy_CollisionField
OnTriggerEnter
Enemy_TakeDamage
ProcessDamage

Enemy AI


Yes
Reached Destination?
Player in detection sphere and can be seen?
No
No
Yes
Persue to Destination
Wander