VIVA

**Seek & Flee**

**Seek**

* Finds the target’s position and moves towards it
* Steering allows the enemy to curve realistically towards the enemy instead of heading straight towards it

**Flee**

* AI flees away from the target
* Similar to Seek except the starting position is set as the target position whereas the target position is set as the enemy’s position
* Steering also apparent
* Enemy will stop fleeing after it is a certain distance away from the target
* ADDITION: Added Seek if fleeing has stopped so enemy keeps moving

**Arrival**

* AI seeks the target at maximum speed until it reaches a radius around the player and gradually slows down until it sits itself in the player’s position

**Wander**