VIVA

**Seek & Flee**

**Seek**

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

**Flee**

* Similar to Seek except the starting position is set as the player while 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 player
* ADDITION: Added Seek if fleeing has stopped so enemy keeps moving

**Arrival**

**Wander**

**Flee**

* Similar to Seek except the starting position is set as the player while 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 player
* ADDITION: Added Seek if fleeing has stopped so enemy keeps moving