**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

**Pursue & Evade**

**Pursue**

* Similar to Seek but calculates a predicted position of the target based on its current position and velocity

**Evade**

* Similar to Evade but avoids the target by avoiding it's predicted position

**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

**Path Following**

* AI follows a set path of nodes by seeking for one after another
* In our case, if it reaches the last node, it seeks for the first node again

**Crowd Path Following**

* A crowd of AI following the set path of nodes through seek

**Wander**

* AI Seeks random positions on the board to make it seem like the AI is moving in a random path
* OUR CASE: completely random destinations of screen