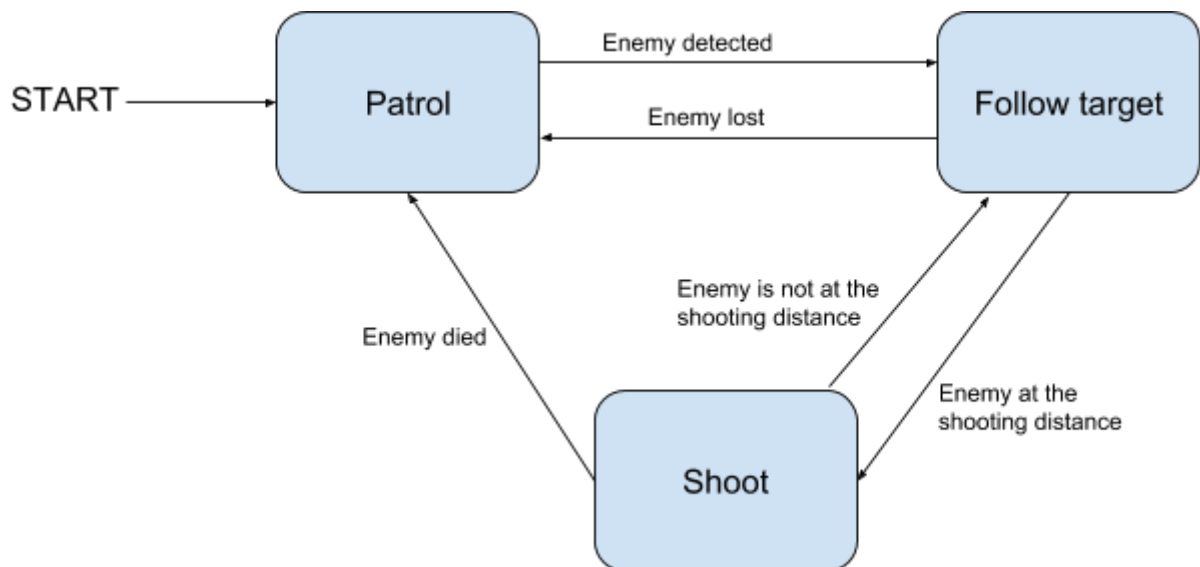# Assignment 2 - Enemy AI State Machine

The enemy ai state machine is still a bit incomplete. The Shoot state is still missing. Implement the missing Shoot state and add it to the state system. The shoot state should work as the state diagram below shows.

Requirements

1. The Shoot State should be implemented
2. The Shoot State has to be derived from the AIStateBase class and all abstract methods has to be implemented
3. The Shoot State should be added to the state system
4. All other features which are associated to this functionality and are still missing (not sure if there are any) should be implemented

Submitting

The assignment has to be submitted Sunday 4.3.2018 23:59. All submissions should be stored to your repository. The link to the repository should be sent to sami.kojo@tamk.fi when the assignment is done with the commit message of the submission commit. If you have a private repository, you have to send the invitation to that repository to Sami. The assignment can be submitted by a pull request also.

Grading

0:       The assignment is not returned on time or the assignment doesn't work at all.

1-2: The assignment is returned on time, but it has some flaws.

3: The assignment is returned on time and it works exactly as this document defines.

4-5: The assignment is returned on time, the code is clean and well commented.