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| **NPC IA MOVIMIENTO** |
| **METODOS**  Start();  Update();  ChooseDirection(); |
| **VARIABLES**  Public Float moveSpeed;  Private Rigidbody2D rb2d;  Public Bool isWalking;  Public Float waitCounter;  Public Float walkCounter;  Private Rigidbody2D rb2d;  Private Float walkTime;  Private Float waitTime;  Private int walkDirection; |

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| **MapSettings** |
| **METODOS**  FindEnemy()  FightPoints()  StartFight() |
| **VARIABLES**  Enemies;  MapSprite;  Npcs;  Music; |

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| **ChangeMapSettings** |
| **METODOS**  ChangeMap() |
| **VARIABLES**  mapList |

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| **ChangeMapSettings** |
| **METODOS**  ChangeMap() |
| **VARIABLES**  mapList |

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| **Enemy:GeneralStats** |
| **METODOS**  ChangeMap() |
| **VARIABLES**  nameEnemy;  gold;  expKill;  Behaviour { Melee, Ranged } |

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| **EnemyAI:Movement** |
| **METODOS** |
| **VARIABLES**  enemy;  enemyID;  colliderRange;  inRange;  player  Status { Idle, Attaking, Fleeing, Dead }  canMove; |

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| **EnemyAI:Movement** |
| **METODOS**  Attack();  Defend();  Magic();  Move(inputX, inputY);  SpritePriority(); |
| **VARIABLES**  rb;  sr;  movSpeed;  movRunningSpeed;  running; |