Enemy and Summon AI

1. Ghoul
   1. Enemy
      1. Once enemy is seen, Ghoul will charge at enemy.
      2. The Ghoul is a ranged fighter with his poisonous snot balls but can switch into melee if need be with its paralyzing touch.
      3. If a ghoul sees another enemy kill it becomes fearful and runs away.
         1. If Enemy is on the Ground
            1. If Snot is not on CD and enemy is in snot flight path…Ghoul will fire snot

If enemy is not in snots flight path and enemy is close to Ghoul, Ghoul will try to melee enemy.

* + - * 1. If in melee range of enemy and Paralyzing Touch is not on CD (Enemy not attacking, or Defending)… Ghoul will use Paralyzing Touch.

If Paralyzing Touch is on CD and enemy is in Melee Range, continue close combat.

* + - * 1. Ghoul will try his best to avoid enemy attacks by jumping, ducking or running away and the turning to attack again.
      1. If enemy is in the air
         1. If Ghoul jumps and Snot is not on a CD and enemy is in snot flight path…Ghoul will fire snot.

If enemy is not in snots flight path and enemy is close to the Ghoul, and Ghoul is still in the air, Ghoul will try to melee enemy in air.

* + - * 1. If in melee range, and enemy is not in snot flight path and in air and Paralying Touh is not on a CD (Enemy not attacking, or Defending)…Ghoul will use Paralyzing Touch.

If Paralyzing Touch is on a CD, enemy not in snot flight path and enemy is in Melee Range and Ghoul is still in air…Continue air melee.

* 1. Summon
     1. The summoned ghoul should attack the same way as the enemy ghoul, only he runs away if another summon is killed.

1. Fat Abomination
   1. Fat Abomination is a slow moving fighter, with a few tricks up his sleeves.
   2. He can jump pretty high and slam down on enemies that are beneath him.
   3. He can also grab at ranged targets with his hook and drag them to him…then slash them with hooks.
      1. Fat Abomination walks slowly toward target if seen.
         1. If target is range and target is in hooks path and Hook throw is not on a CD… Fat Abomination will throw hook.
            1. If target is hooked and is now close to Fat Abomination, he will attack at melee with hooks.
            2. If target is not hook…Fat Abomination will move toward target.
         2. If target is in range and target is in hooks path and Hook throw is on a CD…Fat Abomination will continue to walk toward target.
         3. If target is in range of Jump Slam and Jump Slam is not on CD…Fat Abomination will Jump and do Jump Slam.
         4. If targets is in range of Jump Slam and Hook Grab…and Jump Slam is not on CD and Hook Grab is not on CD…Fat Abom will jump and do a jump slam.
         5. If targets is in range of Jump Slam and Hook Grab…and Jump Slam is on on CD and Hook Grab is on CD…Fat Abom will melee closes enemy.
         6. If target is in melee range Fat Abomination will do a melee attack.
2. Babe Warrior
   1. Enemy
   2. Summon