Enemy and Summon AI

1. Ghoul
   1. Enemy
      1. Once enemy is seen, Ghoul will charge at enemy.
         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