Enemy AI

1. Enemies will differ a lot from one another. Giving them a unique feel when they are fought
2. Enemies will have a vision cone, so the player can run and hide and the enemy will try and find them.
3. At various times the enemy will find itself with different emotions. Depending on the emotion, enemies will say or do different things.
   1. Emotion types
      1. Winnng
      2. Retreating
      3. Dying
      4. Gloating
      5. Can’t find player
      6. If they see player
      7. See a grenade
      8. Takes cover
      9. Etc
4. This next section I’ll break down individual enemies on how they should act.
   * 1. (Black) Black Panthers
        1. (Black) Thug
           1. Actions

Will try to shoot with a pistol from a distance. But tries to say within medium range as not to be too close.

Will retreat if player tries to get close to him, shooting backwards to ward them off.

Will dodge roll player bullets once every 10 seconds.

Will kick if you are too close.

Stuns for 3 seconds.

* + - * 1. Emotions

Winning

Yeah, take that!

(vs White) 🡨Will say something specific because of the players race.

What’s wrong crackka?

Not so superior now…huh home boy.

Take that heat hommie.

Retreating

Not gonna go out like this.

They shootin.

I’m out.

I’m out of here.

Dying

No…not like this.

Maamma!

Gloating

Go nigga, go nigga, go!

Why you running.

(vs White) Black power mother \*\*\*!

Grenade

This nigga got bombs dog.

Back up, back up

Victory Dance

All enemies will do some sort of (dance, cheer) if they get multiple hits on player.

Moon walk dance