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 shoot with a pistol trying to get close to player.

Will stop moving when he shoots, but can run when reloading.

Will dodge roll player bullets once every 10 seconds.

Will kick if you are too close.

Stuns for 3 seconds.

Will grab you if you are stunned.

Will knee player when grabed.

Ducking or Jumping over bullets comes with a delay…so as to not be too dodgy.

* + - * 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

* + 1. WalkerMech
       - 1. HP: 30
         2. Weapon

Dual Cannon

Damage: 3

Stomp

Damage: 10

* + - * 1. Roll- 0
        2. Speed- 2
        3. Jump- 7
        4. Action

Slowly tries to walk up to player.

Will shoot at player from a far distance.

If player is in jump distance…walker will try to stomp on top of him. He will do this once every 10 seconds.

Can only take damage to the head.

Player can pass under its legs.

* + - * 1. Emotions

Winning

Stay on target…stay on target.

Retreating

Target retreating.

Dying

Target Bleeding.

* + 1. Mine Droid
       - 1. HP: 3
         2. Damage: 50
         3. Action

Will try to walk up to player and explode.

* + 1. Gunner Mech
       - 1. HP: 30
         2. Weapons

Mini Guns

Damage 10

Stomp

35

* + - * 1. Actions

Will walk up to players before stopping and shooting.

Has two shoot patters

He will shoot straight at player with one arm and after 2 secs alternate with the other arm.

Will fire in an arc type pattern with both arms.

Will dash towards opponent it

Opponent if engaged and player is too far away.

Falling from high distances will cause fall damage to player if they are beneath the mech.

* + - * 1. Emotions
    1. (Black) Precious
       1. Has a sword and pistol.
       2. Will try to fall on top of players head if underneath them.
       3. Hp: 10
       4. Pistol
          1. Ammo: 5
          2. Damage: 3
       5. Sword Damage: 7
          1. Chance to Bleed
       6. Roll- 2 time before it enters a cooldown of 5 seconds.
       7. Speed- 5
       8. Jump- 6
       9. Action
          1. Wants to be close enough for melee.
          2. When not in melee range, she will fire her pistol.
          3. Will use roll to not only dodge but to close in gap with opponent.
          4. Will leap in the air to slam on top of opponent.

Short and long distances.

* + - 1. Item Drop
         1. Uzi
         2. Leather Jacket
         3. Leather Boots
      2. Emotions
         1. Winning

Get it!

Oh, that felt good.

(vs White)

Man you white folk make me sick.

Crackka an’t ready for this jelly.

What’s wrong whitey…you scared?

* + - * 1. Retreating

(vs Female)

That B\*\*\*

You scrawny c\*\*\*

This is too much for me.

An’t nobody got time for that.

I got kids man.

* + - * 1. Dying

This is f\*\*\* up.

Taking out by a b\*\*\*

* + - * 1. Gloating

Shaking like a little b\*\*\*

It an’t easy being this good.

(vs Females) Who’s the main b\*\*\* now.

* + 1. Raged Thug- [Black Level Boss]
       1. Hoodie wearing drug dealer,
       2. Equipped with shot gun
          1. Shoots four bullets
          2. Shot rate increases when high on drugs
       3. Takes a Chem to increase strength, speed, and firing speed.
       4. Summons random Black Panther enemies to aid him.
       5. Moves slow
          1. Speed increases when on drugs
       6. Stats
          1. Hp: 100
          2. Shot Gun

Ammo: 5

Damage: 25 [+25 when raged]

* + - * 1. Roll- 1 time before it enters a cooldown of 10 seconds.

2 times before it enters a cooldown of 10 seconds…when raged.

* + - * 1. Speed- 2 [+5 when raged]
        2. Jump- 4 [+7 when raged]
        3. Action

Wants to be mid ranged from player.

If player gets too close, enemy will retreat.

Will try to duck and jump over projectiles…but suffers a cool down on such avoidances.

When Raged

Wants to be close to player.

Will chase player down.

Will kick player to stun if they are too close.

* + - 1. Emotions
         1. Winning

Outta my line kid.

You should try this new product.

You need to run these streets with me hommie.

* + - * 1. Retreating

I an’t smoking this right.

The colors dog…the colors.

* + - * 1. Dying

I need another hit.

Nigga has me shaking.

* + - * 1. Gloating

Never get high on your own supply.

I make that paper baby.

\*\*\*\* the police.