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