**The Enemy AI Scripts**

There are 6 enemy AI scripts now, one for each behavior type:



ThugEnemyAI:

* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will begin its shooting attack.
* Right now the thug shoots 3 bullets at a time, but this can be easily adjusted
* If the player approaches the AI it will kick him(and eventually paralyze).
* If the player throws a grenade towards the AI, the AI will try to run to avoid it.
* If the player shoots at the AI the AI will attempt to duck or jump to avoid the bullet, depending on the bullets height.Also will dodge bullets by dodge-rolling every 10 seconds



RagedThugAI:

* Checks if is Enraged and High On Drugs
* If Enraged will get closer based on Raged Distance, if not will run from player until normal distance is reached.
* Contains an inventory of chems and a list of summonable AI
* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will begin its shooting attack.
* If the player approaches the AI it will kick him(and eventually paralyze).
* If the player throws a grenade towards the AI, the AI will try to run to avoid it.
* If the player shoots at the AI the AI will attempt to duck or jump to avoid the bullet, depending on the bullets height. Also will dodge bullets by dodge-rolling every 10 seconds



Precious AI:

* Checks if above player, to drop on player
* Uses a melee weapon(sword)
* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will begin its shooting attack.
* If the player approaches the AI it will kick him(and eventually paralyze).
* If the player throws a grenade towards the AI, the AI will try to run to avoid it.
* If the player shoots at the AI the AI will attempt to duck or jump to avoid the bullet, depending on the bullets height.Also will dodge bullets by dodge-rolling every 10 seconds



MineDroid:

* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will start countdown timer then explode after "explode timer" seconds.



Walker Mech AI:

* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will begin its shooting attack.
* If the within jump range mech will stomp on player with a cooldown of x seconds
* If the player throws a grenade towards the AI, the AI will try to run to avoid it.



Gunner Mech AI:

* Randomly chooses between 2 shooting patterns
* Can become enraged, if so then dashes to player
* The AI checks for the ground before doing any action.
* The AI searches for the player within a certain range.
* When the player comes into search range, the AI will start to find the player.
* When the AI gets close enough it will begin its shooting attack.
* If the within jump range mech will stomp on player with a cooldown of x seconds
* If the player throws a grenade towards the AI, the AI will try to run to avoid it.

The image below shows the different ranges for the AI - it is visualized in the editor by circles so you can easily adjust the AI ranges yourself.

