**The Enemy AI Script**

There is a script called EnemyAI that can be used for any AI in the game.

* 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.

Below is the AI Script and the Next Image is shows the different ranges for the AI - it is visualized in the editor by circles so you can easily adjust the AI ranges yourself.



