

# KERNMODULE 3

# DESIGN



De AI komt in een first person adventure-puzzle game en heeft veel weg van de meer stealth-oriented guards van Splinter Cell: Blacklist. De AI's zijn leden van een occulte sekte, dit zie je ook terug in de behaviour. Zo zullen ze regelmatig bidden bij zogenaamde 'Shrines', die je veel zal zien in hun omgeving.

## **THE HUNTER**

De Hunter is een enemy die rond patrouilleert. Hij is actief bezig met het vinden van disturbances en organismen die mogelijk geofferd kunnen worden.

## **THE BEARER**

De Bearers hebben minder wapens dan de Hunters en staan te wachten op één plaats. Het is hun verantwoordelijkheid om alle disturbances zo snel mogelijk door te geven aan de rest van de sekteleiden.

Zie meer info onder!

## **STATES (THE HUNTER)**

### **PATROL STATE**

- Communication with other cult members
- Patrolling
- Looking around
- Praying (At a Shrine)

### **INSPECT STATE**

- Walk towards the spot to inspect
- Looking around
- Walking back to original spot => back to PATROL STATE
- Talking ("Did I see something?", "What was that?")

### **GROUP-INSPECT STATE**

- Yell out towards allies *Puts allies in range on GROUP-INSPECT STATE or DELIVERY STATE*
- Talking aggressively ("Someone disturbing the arc?", "We notice your presence..")
- Running towards the spot to inspect
- Looking around

### **COMBAT STATE (transitions inverted (first aggressive then tactical when low))**

- Attacking with weapons
- Taunting player ("You're lost!", "Let go and accept relief!")
- Taking cover behind objects
- Reloading
- Running towards player
- Switching weapons
- Searching for player => back to GROUP-INSPECT STATE

## **TRANSITIONS (THE HUNTER)**

### **PATROL STATE => INSPECT STATE**

- Seeing the player for a fraction of a second ( $\leq 0.4s$ )
- The player throwing something within the hearing range
- Playing meleeing something within the hearing range

### **PATROL STATE => GROUP-INSPECT STATE**

- Seeing the player for a longer time ( $\leq 1s$ )
- Hearing the player shoot but not seeing him
- Being hit with something without seeing the player
- Seeing a corpse
- Being yelled at by an ally

### **PATROL STATE => COMBAT STATE**

- Seeing the player for a long time ( $> 1s$ )
- Being hit and seeing player

### **INSPECT STATE => GROUP-INSPECT STATE**

- Seeing the player for a fraction of a second ( $\leq 0.4s$ )
- The player throwing something within the hearing range
- Playing meleeing something within the hearing range
- Seeing a corpse
- Being yelled at by an ally

### **INSPECT STATE => COMBAT STATE**

- Seeing the player for a longer time ( $\leq 1s$ )
- Being hit and seeing player

### **GROUP-INSPECT STATE => COMBAT STATE**

- Seeing the player for a fraction of a second ( $\leq 0.4s$ )
- Being hit and seeing player

### **COMBAT STATE => GROUP-INSPECT STATE**

- Losing sight of the player

## **STATES (THE BEARER)**

### **LOOKOUT STATE**

- Communication with other cult members
- Standing guard
- Looking around
- Praying (In place)

### **INSPECT STATE**

- Walk towards the spot to inspect
- Looking around
- Walking back to original spot => back to PATROL STATE
- Talking ("Did I see something?", "What was that?")

### **DELIVERY STATE**

- Looking around
- Screaming!
- Running towards other members while yelling for more support for X seconds=>  
*Puts allies in range on GROUP-INSPECT STATE or DELIVERY STATE*

### **COMBAT STATE (transitions inverted (first aggressive then tactical when low))**

- Attacking with weapons
- Taunting player ("You're lost!", "Let go and accept relief!")
- Taking cover behind objects
- Reloading
- Lost the Player => *back to LOOKOUT STATE, with increased eyesight.*

## **TRANSITIONS (THE BEARER)**

### **LOOKOUT STATE => INSPECT STATE**

- Seeing the player for a fraction of a second ( $\leq .4s$ )
- The player throwing something within the hearing range
- Playing meleeing something within the hearing range

### **LOOKOUT STATE => DELIVERY STATE**

- Seeing the player for a longer time ( $> .4s$ )
- Hearing the player shoot
- Being hit with something
- Seeing a corpse
- Being yelled at by an ally

### **INSPECT STATE => DELIVERY STATE**

- Seeing the player for a fraction of a second ( $\leq .4s$ )
- The player throwing something within the hearing range
- Playing meleeing something within the hearing range
- Seeing a corpse
- Being yelled at by an ally

### **DELIVERY STATE => COMBAT STATE**

- Seeing the player for a fraction of a second ( $\leq .4s$ ) and no more allies in range

### **DELIVERY STATE => LOOKOUT STATE**

- Player is lost