

# RPG Enemies AI

Ao Yunqian

# RPG Game



# Classification



Active role-playing  
game



Turn-based rpg



Tactical role-playing  
game

# Enemies AI



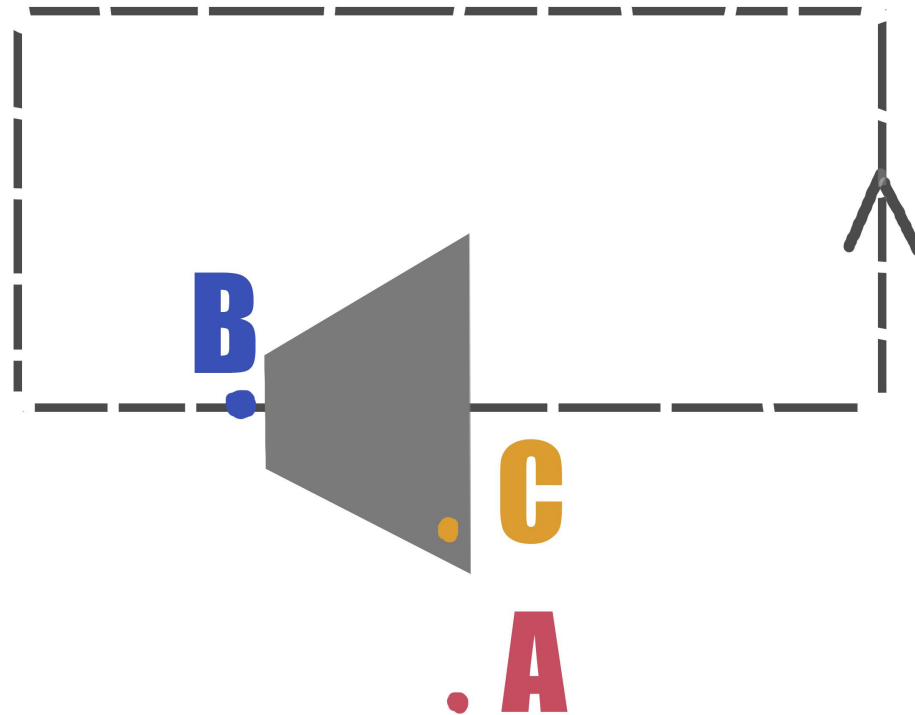
1. Patrol path

2. Scouting range and scouting conditions

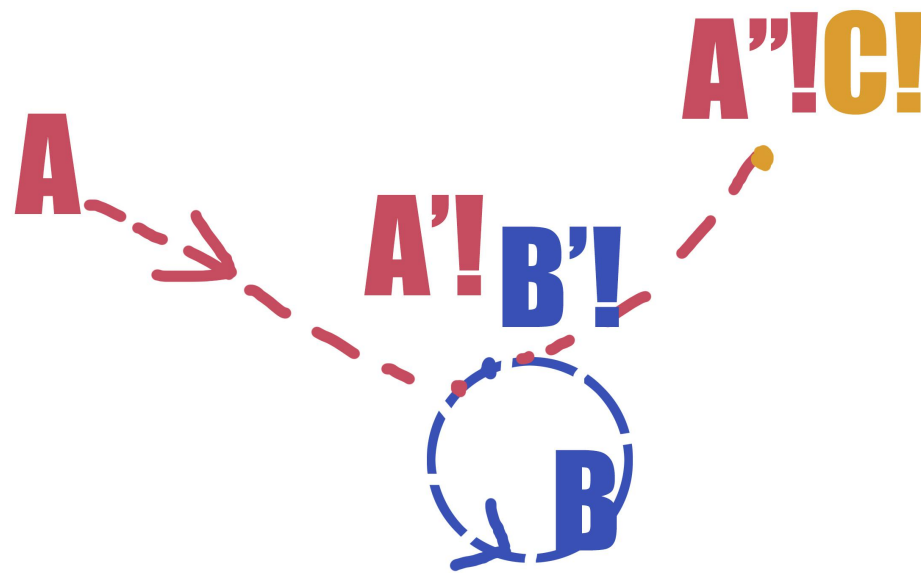
3. Arrest path

Example

# Active role-playing game

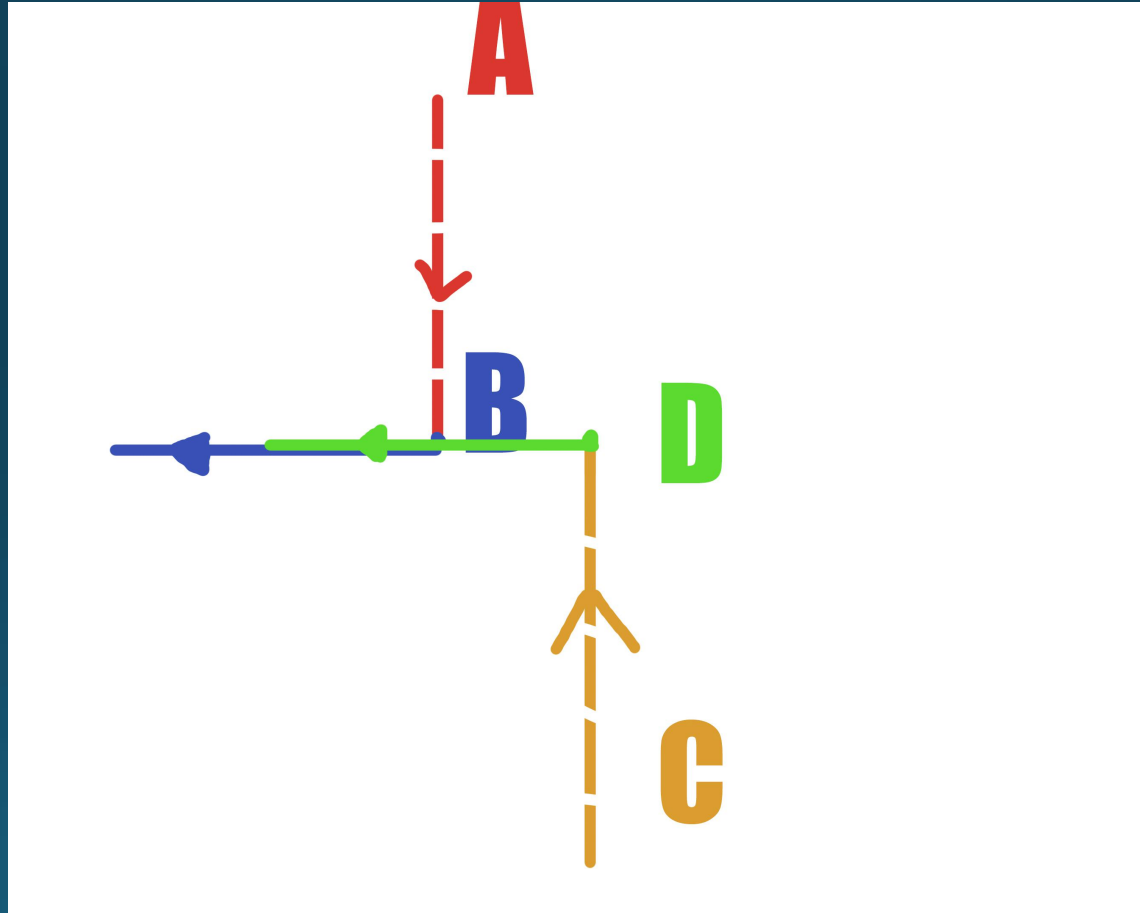


# Turn-based rpg





# Tactical role-playing game



Thanks for watching