

# Stage 3

- EnemyBase with attributes
- SituationBase with attributes
- GearBase with attributes
- Enemy class  $\Rightarrow$  enemy base + situation base + gear base + pools

## **Movement**

- Free Roam with object detection
- Styling free roam with enemy class' base file attributes
- Refine Project

## **Action**

- Objective Move with target detection
- Styling objective move with enemy class' base file attributes

## **Goal**

- Make a pathfinding script for roam

## Movement

## Action