# AI System

Things to consider for the future

Individual enemies

Groups of enemies

Lead/follower dynamic

Protector/leader dynamic

At the moment Ai will be hard coded as I’ve no other idea how to separate it

Each ai class will have a different set of states depending on whether they are an individual or are running off of group dynamics

playerBot (this will be implemented if there is remaining time on the project or if I give a damn)

basicBot

intermediateBot

advancedBot

basicGroupBot

IntermediateGroupBot

avancedGroupBot