**Ai steering Behaviours – Wandering Seek**

As the ai is just wondering around the map, when the player comes into range of the ai the ai will switch from wondering to seeking and will seek the player, either till it reaches the player or the player gets out of the radius and the ai switches back to wandering.

Grid graph

**Finite state machine**

Advantages \_ easy to implement with using switch statements.

Disadvantages- doesn’t work will complicated systems calling upon many different states and transitions.