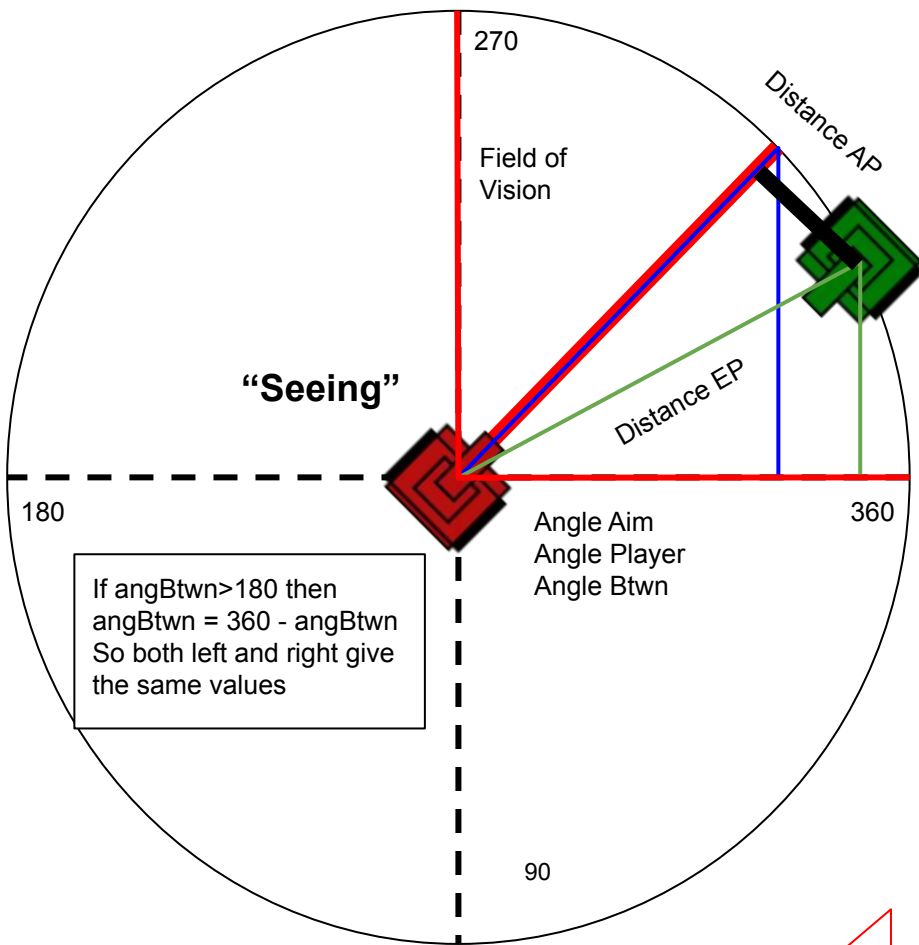


# ENEMY AI



## "Targeting"

Conditions to Shoot:

- Distance AP is less than Player Collision Radius
- Distance EP is less than firing range
- Angle Btw is within field of vision

Lining Up Shot:

If  $\text{angBtw}$  is greater than or equal to 45  
Then turn

Turn right if Angle Player is greater than angle Aim  
Turn left if Angle Player is less than angle Aim

Looking Around:

If Distance EP is less than firing range and some and the Angle Btw is within the field of vision then the Player is spotted

If at CheckPoint  
Then turn around (180)

## "Scouting"

Checkpoint One  
(x1,y1)

Scouting Dir

Scouting Distance

Checkpoint Two  
(x2,y2)

