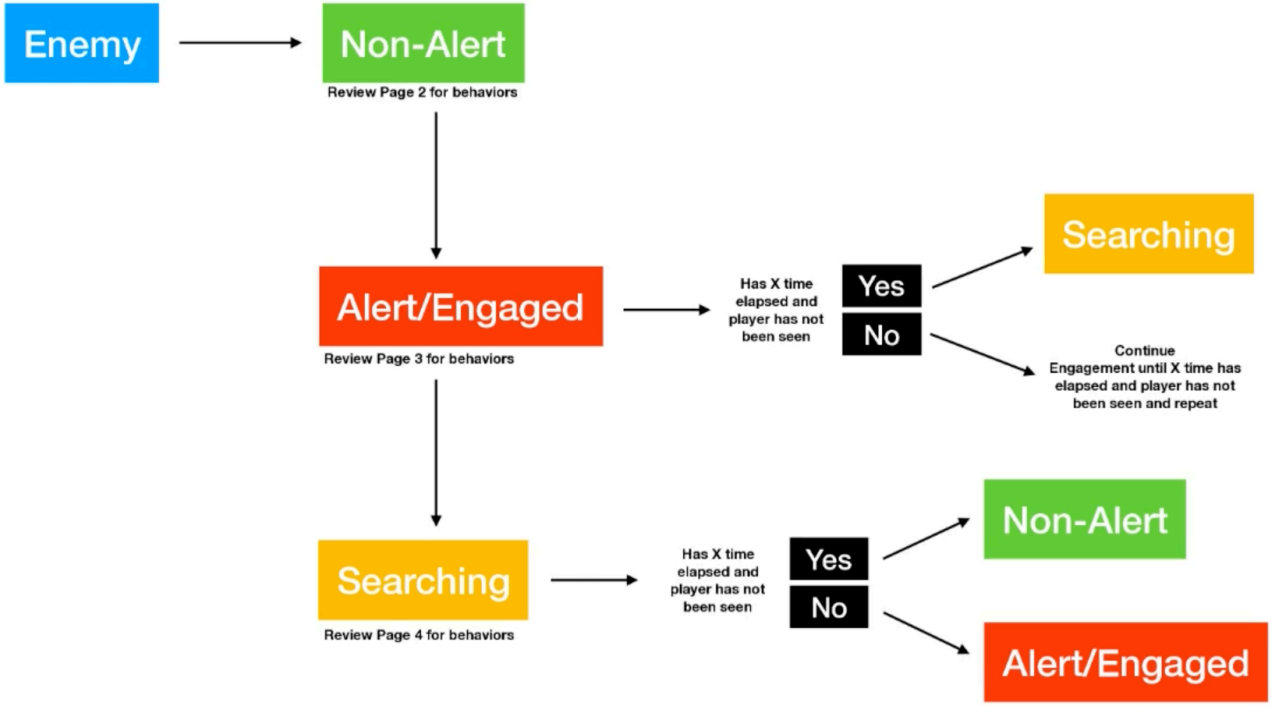
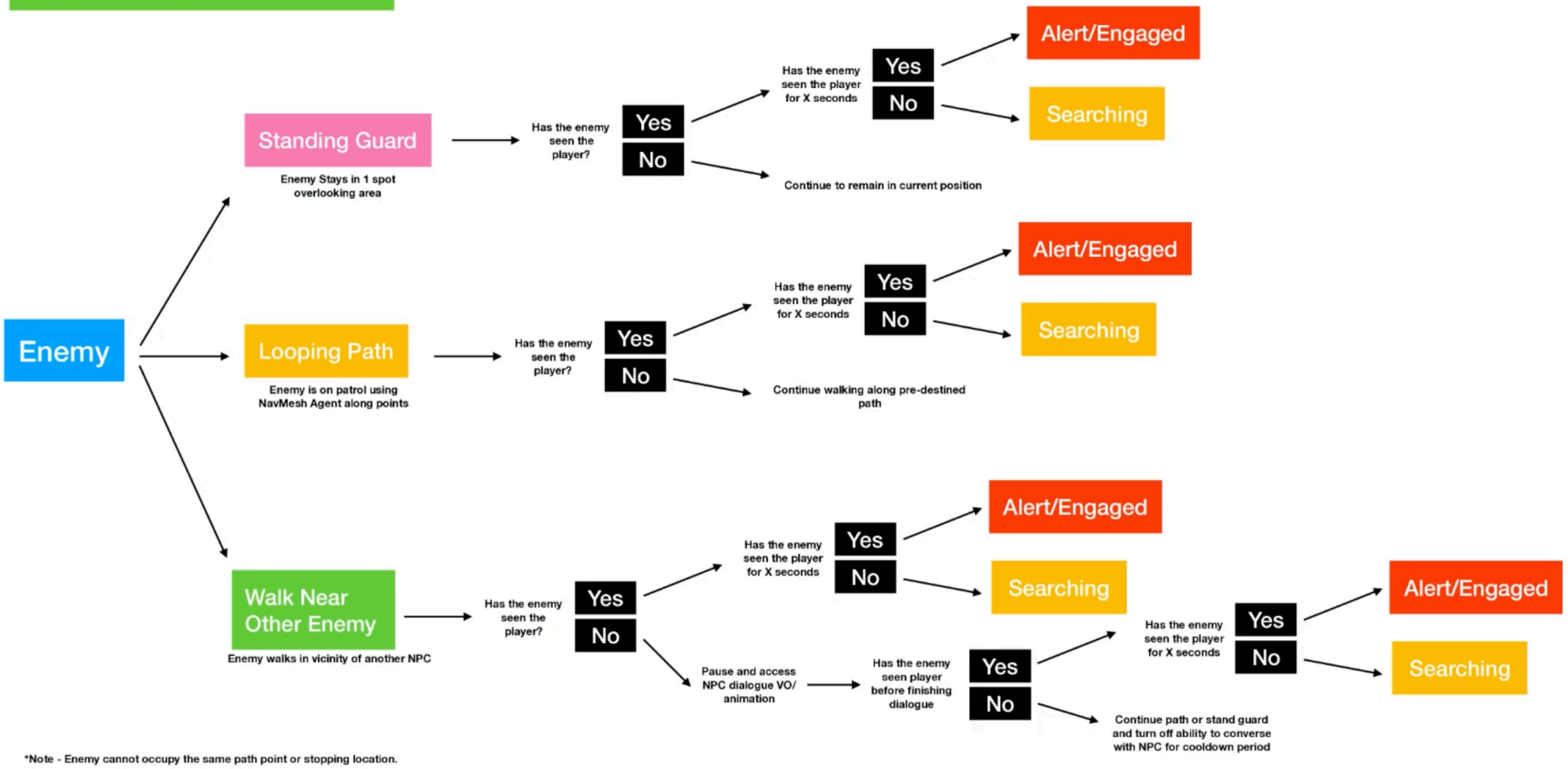
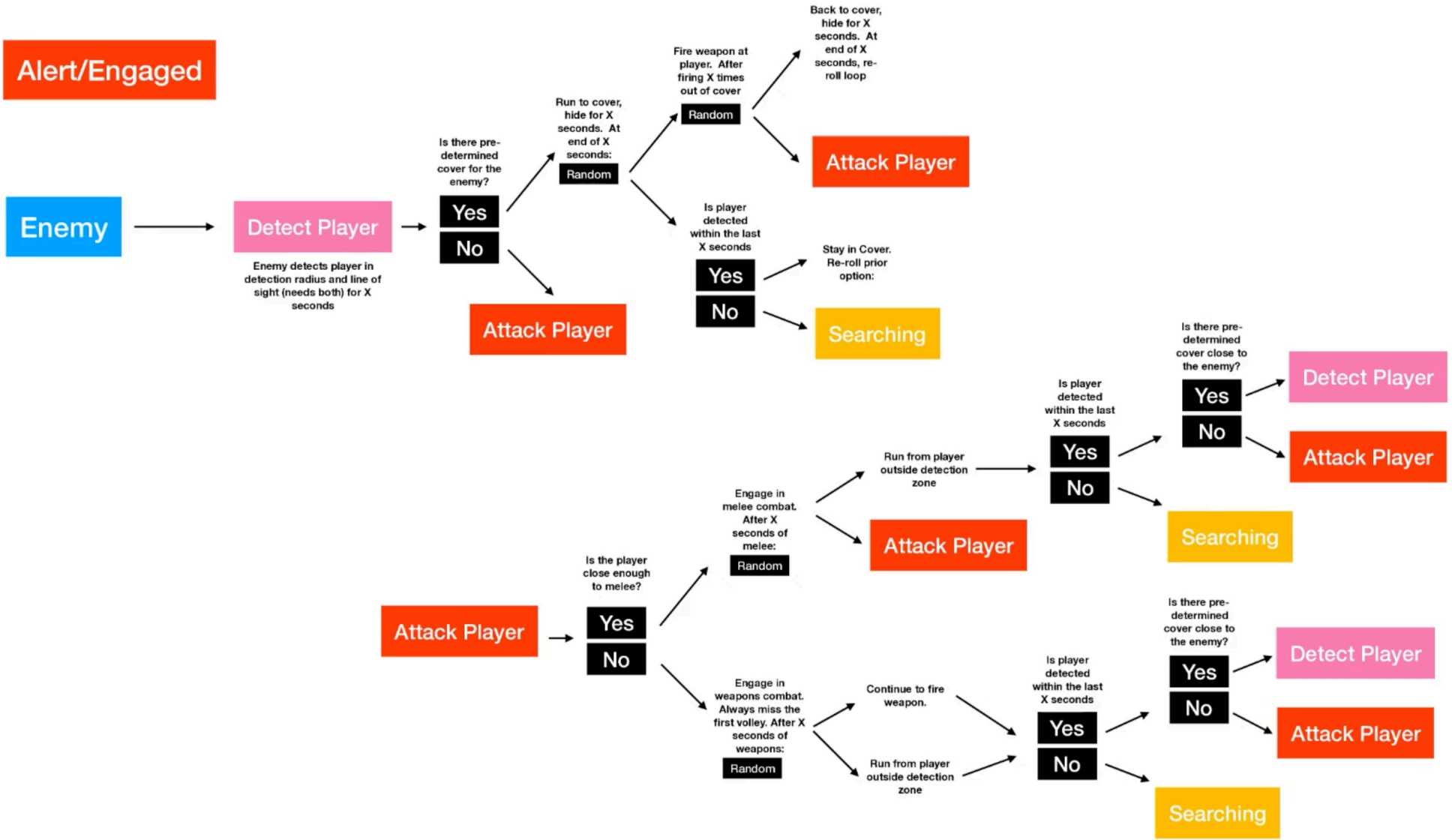
Overall Enemy Behavior



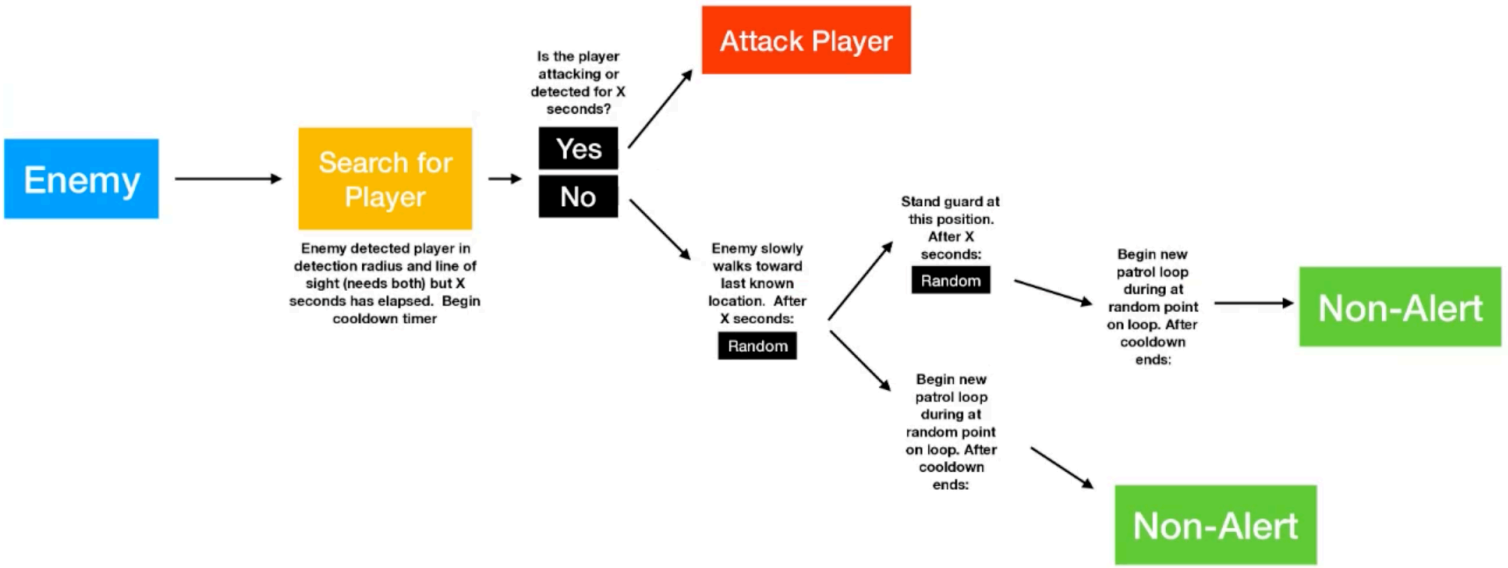
Non-Alert Enemy Behavior



*Note - Enemy cannot occupy the same path point or stopping location.


Alert/Engaged
Enemy
Detect Player
Enemy detects player in detection radius and line of sight (needs both) for X seconds
Is there pre-determined cover for the enemy?
Yes
No
Attack Player
Run to cover, hide for X seconds. At end of X seconds:
Random
Fire weapon at player. After firing X times out of cover
Random
Back to cover, hide for X seconds. At end of X seconds, re-roll loop
Attack Player
Is player detected within the last X seconds
Yes
No
Stay in Cover. Re-roll prior option:
Searching
Attack Player
Is the player close enough to melee?
Yes
No
Engage in melee combat. After X seconds of melee:
Random
Run from player outside detection zone
Attack Player
Is player detected within the last X seconds
Yes
No
Is there pre-determined cover close to the enemy?
Yes
No
Detect Player
Attack Player
Searching
Engage in weapons combat. Always miss the first volley. After X seconds of weapons:
Random
Continue to fire weapon.
Run from player outside detection zone
Is player detected within the last X seconds
Yes
No
Is there pre-determined cover close to the enemy?
Yes
No
Detect Player
Attack Player
Searching

Searching


Enemy
Search for Player
Enemy detected player in detection radius and line of sight (needs both) but X seconds has elapsed. Begin cooldown timer
Is the player attacking or detected for X seconds?
Yes
No
Attack Player
Enemy slowly walks toward last known location. After X seconds:
Random
Stand guard at this position. After X seconds:
Random
Begin new patrol loop during at random point on loop. After cooldown ends:
Non-Alert
Begin new patrol loop during at random point on loop. After cooldown ends:
Non-Alert