

NPC IA

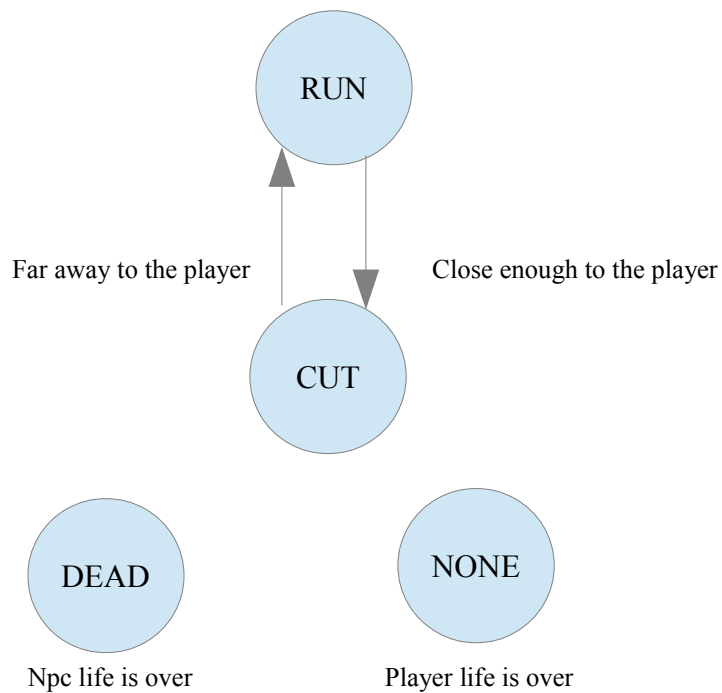
In this document explain you how works the all enemy and bosses I.A

Level 1

Chicken with Katana

Problem: A chicken have to go take damage to player or die

Agent kind: Finite State Machine.



States: Run,Cut,Dead,None

Rules: Close enough to the player,Far away to the player,Npc life is over,Player life is over

Events: Distance to the Player, Collision between player and NPC.