**Character AI**

**Turn**

* The game is played in real time, but AI is based off several successive turns
* Several turns are made per second

**Counter**

* In charge of the frequency of a turn and movement and attack rates

**CheckVision**

* Grabs and loads the character’s vision map from the map class

**CheckEnemies**

* Looks at the vision map to see if there are any enemies he can interact with
* If there is an enemy in the vision map, move on to MoveToEnemy
* If no enemy, move to Hold
* If there are multiple enemies on the vision map, it interacts with the closest one

**MoveToEnemy**

* If the enemy is on the vision map, but outside the character’s range of attack, the character moves towards the enemy with the least movement possible until that enemy is in the attack range of that characters
* If the character is already in range, this step is skipped

**Attack**

* The character fires an attack at the enemy
* The turn is over and the cycle resets

**Hold**

* The character does nothing
* The turn is over and the cycle resets

**Enemy AI**

**Turn**

* The game is played in real time, but AI is based off several successive turns
* Several turns are made per second

**Counter**

* In charge of the frequency of a turn and movement and attack rates

**CheckVision**

* Grabs and loads the enemy’s vision map from the map class

**CheckCharacters**

* Looks at the vision map to see if there are any characters he can interact with
* If there is a character in the vision map, move on to Attack
* If no enemy, move to CheckMovement
* If there are multiple characters on the vision map, it interacts with the closest one

**Attack**

* The enemy fires an attack at the character
* The turn is over and the cycle resets

**CheckMovement**

* The enemy checks its vision map for other enemies that may be moving with him
* Unless an enemy is attacking, an enemy cannot exist on the same tile as another enemy
* If the enemy can move, move to Move
* If the enemy cannot move, move to Hold

**Move**

* The enemy advances one tile based on the movement map
* The turn is over and the cycle resets

**Hold**

* The turn is over and the cycle resets
* Note: the enemy should always be moving or attacking. This check is simply for preventing AI breakdown