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Package [Engine.Controllers](http://docs.google.com/package-summary.html)

# Class AIController

[java.lang.Object](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html)

[Engine.Controllers.Controller](http://docs.google.com/Controller.html)

Engine.Controllers.AIController

public class AIController extends [Controller](http://docs.google.com/Controller.html)

The AIController class is responsible for controlling AI entities in the game. It manages the behavior and decision-making process of the AI, including movement, targeting, and attacking.

Author: Joey

### Field Summary Fields Modifier and Type Field Description private [List](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/util/List.html)<[Vector2](http://docs.google.com/MathLib/Vector2.html)> [currentPath](#1t3h5sf)   private float [lastHealth](#4d34og8)   private int [node](#2s8eyo1)   private [Entity](http://docs.google.com/Entities/Entity.html) [target](#17dp8vu)   Fields inherited from class Engine.Controllers.[**Controller**](http://docs.google.com/Controller.html)[engine](http://docs.google.com/Controller.html#engine), [entity](http://docs.google.com/Controller.html#entity)

## Constructor Summary Constructors Constructor Description AIController([Brawler](http://docs.google.com/Entities/Brawler.html) entity) Constructs an AIController for the specified Brawler entity.

### Method Summary All MethodsInstance MethodsConcrete Methods Modifier and Type Method Description void [AIlogic](#3rdcrjn)() Executes additional AI logic for the controlled entity. void [attack](#26in1rg)() Executes an attack action for the controlled entity. [Entity](http://docs.google.com/Entities/Entity.html) [findClosestEntity](#lnxbz9)() Finds the closest Brawler entity to the controlled entity. [SpecialEntity](http://docs.google.com/Entities/SpecialEntity.html) [findClosestSpecial](#35nkun2)() Finds the closest SpecialEntity to the controlled entity. private void [moveTowardsPath](#1ksv4uv)() Moves the controlled entity towards the next node in the current path. void [update](#44sinio)(double dt) Updates the state of the AIController. private void [updatePath](#2jxsxqh)([List](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/util/List.html)<[Vector2](http://docs.google.com/MathLib/Vector2.html)> path) Updates the current path for the controlled entity. Methods inherited from class Engine.Controllers.[**Controller**](http://docs.google.com/Controller.html)[destroy](http://docs.google.com/Controller.html#destroy()) Methods inherited from class java.lang.[**Object**](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html)[clone](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#clone()), [equals](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#equals(java.lang.Object)), [finalize](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#finalize()), [getClass](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#getClass()), [hashCode](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#hashCode()), [notify](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#notify()), [notifyAll](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#notifyAll()), [toString](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#toString()), [wait](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#wait()), [wait](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#wait(long)), [wait](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/lang/Object.html#wait(long,int))

## Field Details

### target private [Entity](http://docs.google.com/Entities/Entity.html) target

### currentPath private [List](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/util/List.html)<[Vector2](http://docs.google.com/MathLib/Vector2.html)> currentPath

### node private int node

### lastHealth private float lastHealth

## Constructor Details

### AIController public AIController([Brawler](http://docs.google.com/Entities/Brawler.html) entity) Constructs an AIController for the specified Brawler entity.Parameters: entity - The Brawler entity this controller will manage.

## Method Details

### update public void update(double dt) Updates the state of the AIController.Specified by: [update](http://docs.google.com/Controller.html#update(double)) in class [Controller](http://docs.google.com/Controller.html) Parameters: dt - The time elapsed since the last update.

### findClosestEntity public [Entity](http://docs.google.com/Entities/Entity.html) findClosestEntity() Finds the closest Brawler entity to the controlled entity.Returns: The closest Brawler entity.

### findClosestSpecial public [SpecialEntity](http://docs.google.com/Entities/SpecialEntity.html) findClosestSpecial() Finds the closest SpecialEntity to the controlled entity.Returns: The closest SpecialEntity.

### moveTowardsPath private void moveTowardsPath() Moves the controlled entity towards the next node in the current path.

### updatePath private void updatePath([List](https://docs.oracle.com/en/java/javase/20/docs/api/java.base/java/util/List.html)<[Vector2](http://docs.google.com/MathLib/Vector2.html)> path) Updates the current path for the controlled entity.Parameters: path - The new path to follow.

### attack public void attack() Executes an attack action for the controlled entity. Executes the flee action.

### AIlogic public void AIlogic() Executes additional AI logic for the controlled entity.