Plan:

Simulation of a number of archers fighting in a forest. Archers will wander around forest until a target comes into line of sight at which point archer will begin to seek target until target is within attack range to attack.

The target will be unaware it is being pursued until its pursuer comes into its line of sight or is attacked by pursuer. Once aware the target will begin to evade the attacker and attempt to counter attack.

Archers will attempt to flee from all units when on low health and attempt to find somewhere to hide and heal up. Once healed archer will then begin to wander/seek for targets.

AI simulation will use Astar pathfinding for its more efficient algorithm.

A behavior tree will be used to implement AI decision making as it allows for a more versatile and in-depth simulation.

C:\Users\huy.le\Downloads\New Diagram (1).png

Review:

Wander behavior seems to be working. Seek not working quite as intended. AI seem to get stuck a lot. Trees do appear to block line of sight.