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.



Review:

Everything seems to be working. Had to adjust the behaviour tree a few times to fix the logic and get everything to work. Had some difficulties trying to combine pathfinding via nodes with seek, flee and wander behaviours. Noticed a few frame drops around the start of the simulation, guessing frame drop is due to reallocation of vector containers. Overall quite happy with result considering how AI wasn't behaving as intended at the start of the project.