Game AI Brief

# Entities

## Player

### Behaviours

* KeyboardControlled – can be moved using the keyboard

### Rules

* On collision with walls and other defined obstacles – Move to last valid position

## Enemy

### Behaviours

* Seek – Seeks towards the player or base. If the player enters ‘agro’ range, seek to the player. However, if the player kites the enemy too close to the base, and the base enters agro range, prioritise the base unless the enemy is attacked by the player while the player is within agro range.
* Flee – If the enemy takes too much damage and the player is within agro range, will flee away from the player. However, if the player kites the enemy too close to the base, the enemy will additionally seek toward the base.
* Attack – When within attack distance, can perform an attack at a targeted entity (can only be accessed from seek).
* Wander – If it can’t see either the player or the base, will just wander around the map

### Rules

Wander -> Seek (if target enters agro range)

Seek -> Flee (if target in agro range && health < threshold)

Seek -> Attack (if currently seeking target is within attacking range)

Seek -> wander (if no target in range)

Attack -> Seek (if attacking and target leaves attack range)

Attack -> Flee (if health < threshold && target in agro range – perform another check in case the enemy has a ranged attack)