

Technical information after completion

The project was created using c++ in Visual Studio 2019. I will be using RayLib which was given to me by Lodis (<https://github.com/LodisAIE/AIPathFindingExercise>). And the project is a demonstration of AI decision-making skills and pathfinding.

AI

The AI can get to the player through an obstacle and can wander. And this process will be using the state machine.

Objective

I wanted to make an AI that can wander and seek a target that was assigned.

Tast

I was assigned to make an AI while using A Star and a state machine. The player is just meant to survive. In the screenshot, the enemy is labeled as enemies 1.

PathFind Seek

Is to find a path toward the player without going through the walls.

Wander

When out of range of the player the bot is meant to wander without a need to move.

