

# 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.

## 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.

## Player

Is controlled by the player.

The player has movement that is wasd.

Is meant to go through the maze and not get touched my the AI.

## AI

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

### 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.

