

# Technical information

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 a obstacle and can flee. And this process will be using the stateMachine.

## Objective

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

## Tast

I was assigned to make an AI while using A Star and a stateMachine. The player is just meant to survive. In the screenshot the enemies are labeled as enemy 1 and 2. The second enemy is meant to be more aggressive then the first.

## PathFind Seek

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

## PathFind Flee

The pathFinding is meant to flee from the player.

