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.

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.

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

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.

```
                         enemy1                              Flee the target

      If in nutrual
                                                              viusion cone
    nd make the target player

                                                         make the flee happen
      seek the target                                      when they are seen
                              make the flee happen
                                when they are seen



                                 viusion cone


                                                                enemy2
                                 Flee the target
                                                              If in nutrual            if a rand num hit          Make the actor telepor to the
                                                                                         thresh hold      yes              palyer
                                                         and make the target player

                                                                                            Option

                                                              seek the target     no                                     seek the target
```