Monks Knights Barbarians:

**Path following:**

Originally, the monks used path following. They moved along a set path going from on monastery to the next in a never ending loop. However, we took it out of the game because it was not helping the game in any way and replaced it with path finding.

**Path finding:**

The monks, knights, and the barbarians all use path finding. We use a navigation mesh for the movement, with the positions of the monasteries baked into the mesh.

**Decision Tree:**

The knights use a decision tree to determine their behavior.

**State Machine:**

The barbarians use a state machine to determine their behavior

5. Am all alone

1. See unguarded Monk

3. See more friends than knights

5. Am all alone

2. See more knights than friends

5. Am all alone

2. See more knights than friends

1. See unguarded Monk

**Behavior Tree:**

We did not implement behavior trees into the game.

**Genetic Algorithm:**

Need to Complete

**Bayes Classifier:**

Need to Complete