So, this was parts of the fuzzy logic setup for having AI have really dynamic reactions to a lot of different stimuli, this was part of my dissertation and just shows the setup of the fuzzy logic function using multithreading for all the setup, there is also a multiplayer element in the fully program to split the other computation over multiple systems to allow for more AI to be used in a scene! This is still early days with the project, and it should be expected more will be added over time as I explore more and more optimisation pipelines for Fuzzy logic and how it could be used in games for complex AI behaviours