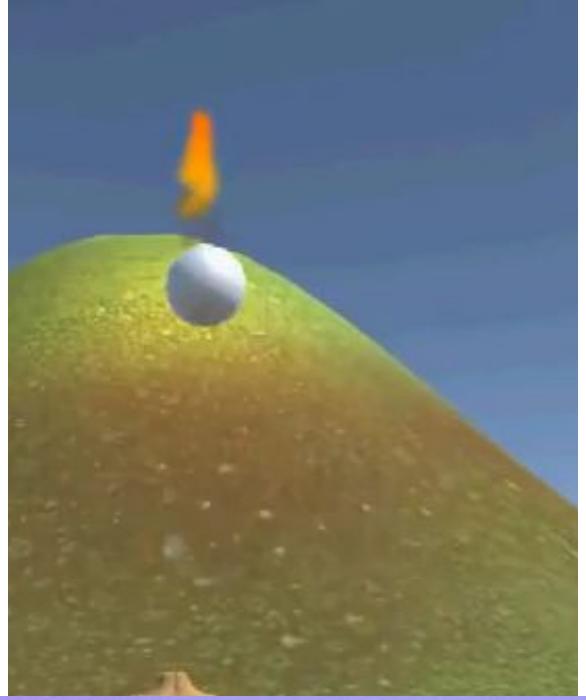
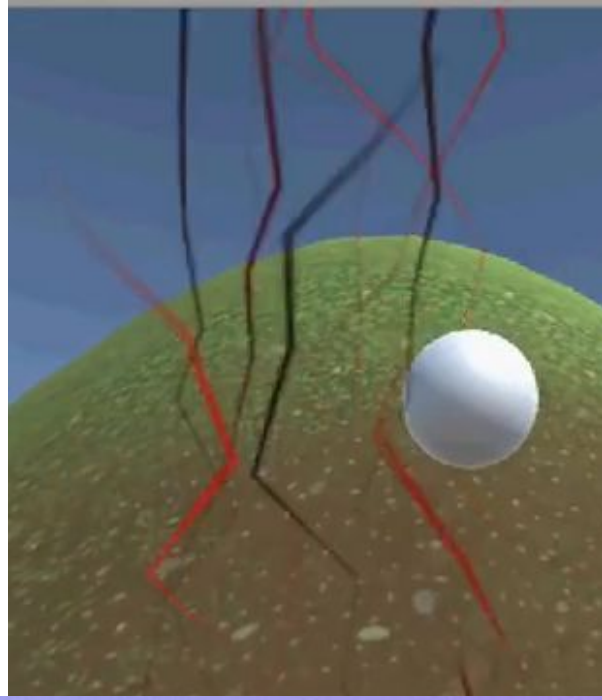
Environment

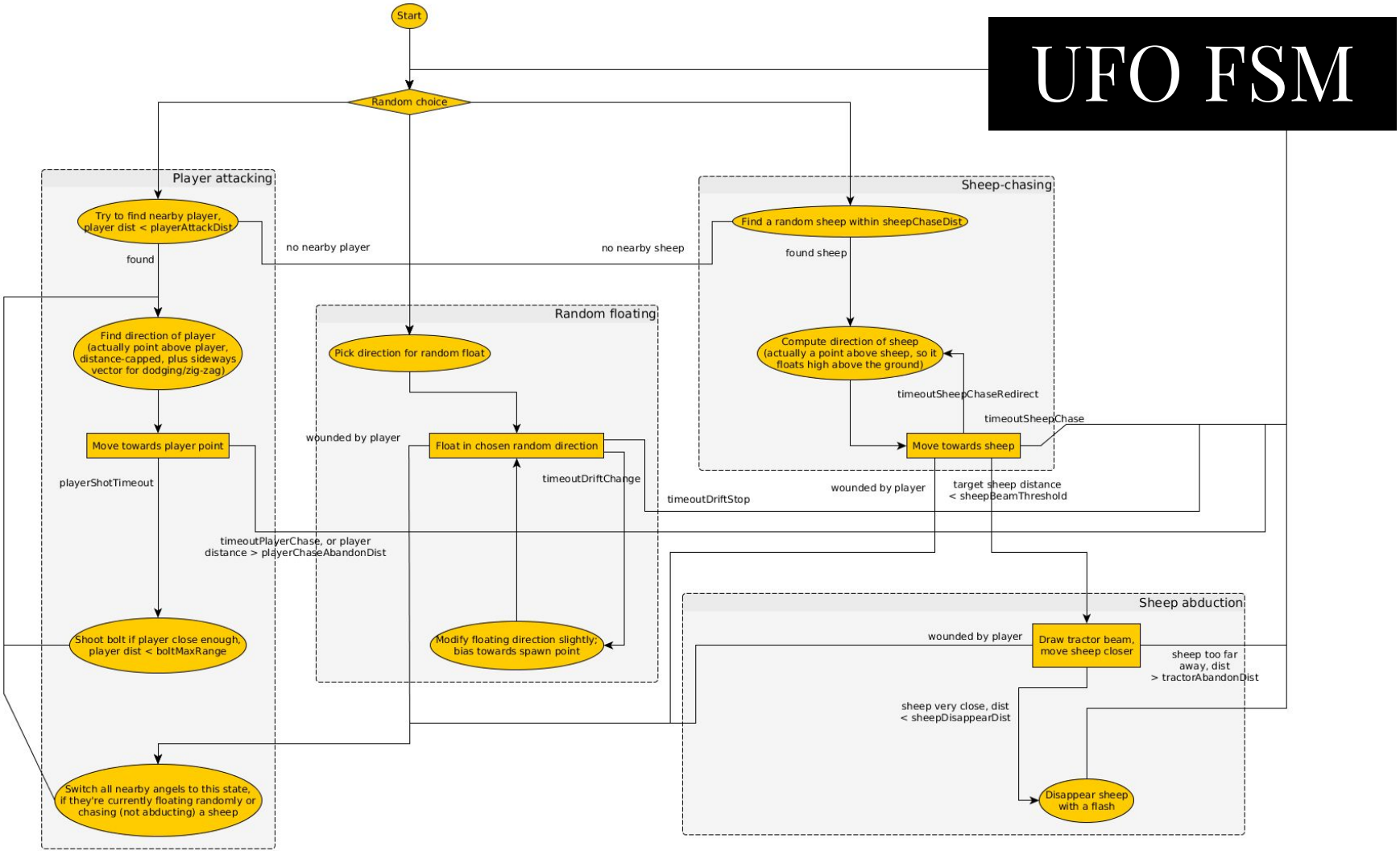
Wolves

UFOs





UFO FSM


Start
Random choice
Player attacking
Try to find nearby player, player dist < playerAttackDist
found
no nearby player
Find direction of player (actually point above player, distance-capped, plus sideways vector for dodging/zig-zag)
Move towards player point
playerShotTimeout
Shoot bolt if player close enough, player dist < boltMaxRange
Switch all nearby angels to this state, if they're currently floating randomly or chasing (not abducting) a sheep
Random floating
Pick direction for random float
wounded by player
Float in chosen random direction
timeoutDriftChange
Modify floating direction slightly; bias towards spawn point
timeoutPlayerChase, or player distance > playerChaseAbandonDist
Sheep-chasing
Find a random sheep within sheepChaseDist
no nearby sheep
found sheep
Compute direction of sheep (actually a point above sheep, so it floats high above the ground)
timeoutSheepChaseRedirect
timeoutSheepChase
Move towards sheep
wounded by player
target sheep distance < sheepBeamThreshold
timeoutDriftStop
Sheep abduction
wounded by player
Draw tractor beam, move sheep closer
sheep too far away, dist > tractorAbandonDist
sheep very close, dist < sheepDisappearDist
Disappear sheep with a flash

Sheep swarming

- Coherence (clump together)
- Avoidance (maintain distance)
- Alignment (share direction)

\+ Approach player
\+ Approach lures
\+ Random factor

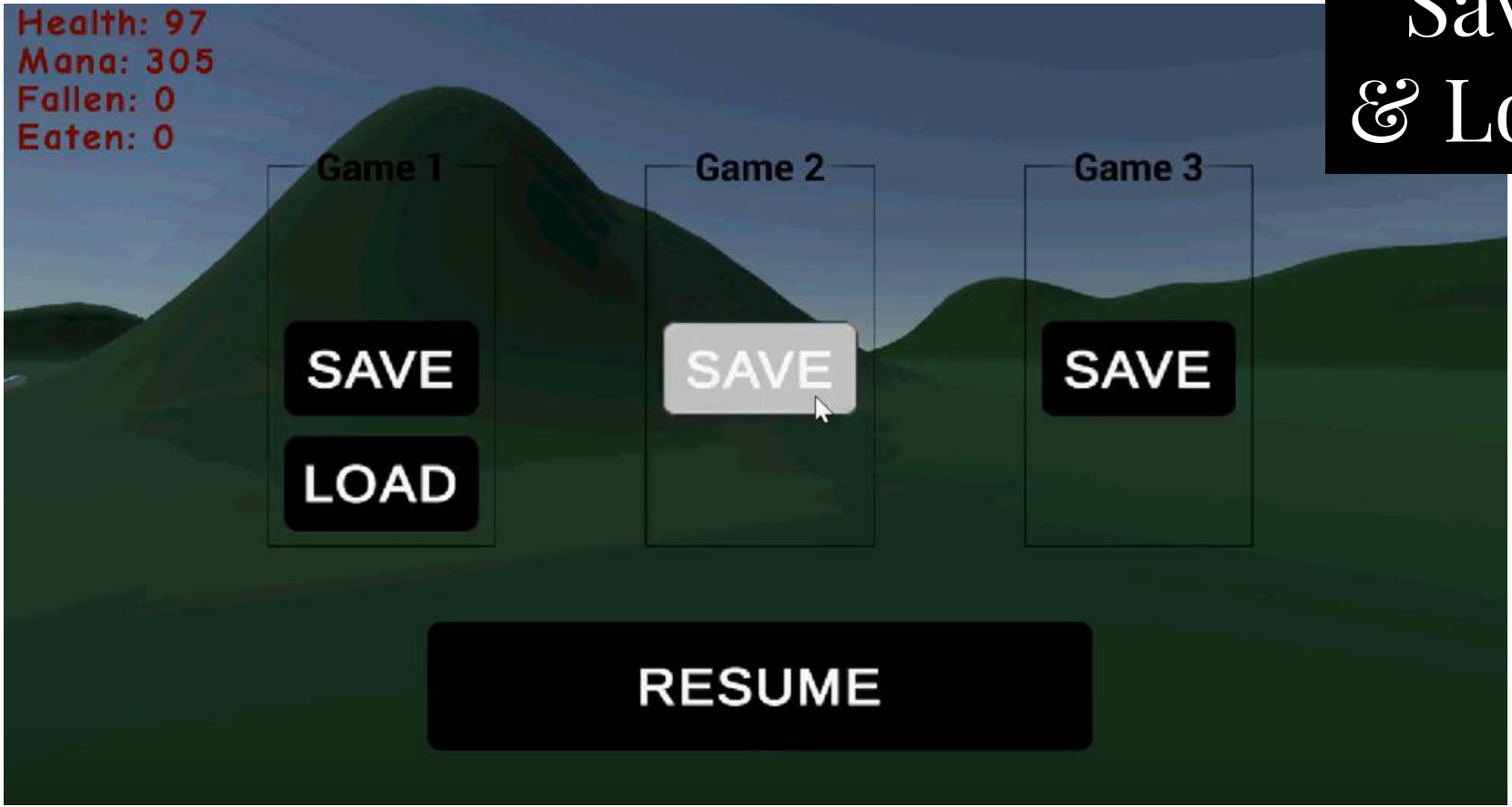
Optimization: hop-based movement

Attack
spells

Lure spell

Wall spell

Save & Load


Health: 97
Mana: 305
Fallen: 0
Eaten: 0
Game 1
SAVE
LOAD
Game 2
SAVE
Game 3
SAVE
RESUME