Task: Test the enemy behavior system in the game "Dungeon Dragons" in accordance with the requirements of the specification (T3).

Task Description:
Conduct testing of the artificial intelligence (AI) system for enemies in the game "Dungeon Dragons" to ensure the correctness and effectiveness of their behavior, as well as their interaction with the player and the surrounding game world.

Testing Steps:

1. Enemy Metadata Testing:
- Verify that the parameters (health, damage, speed, etc.) of each enemy type correspond to the specified values.
- Ensure that the level of aggression of enemies corresponds to their type and character.

2. Situation Reaction Testing:
- Check how enemies react to the hero approaching within their line of sight.
- Test the change of enemy states upon receiving damage or being attacked by the hero.

3. Navigation and Movement Testing:
- Verify that enemies choose optimal paths to the target, considering obstacles.
- Ensure that enemies do not get stuck in walls or other objects.

4. Visibility and Audibility Zone Testing:
- Check how enemies react to the appearance of the hero within their line of sight.
- Test how enemies react to player noises and movements.

5. Testing Behavior in Different States:
- Test enemy patrolling and their reaction to the hero upon detection.
- Ensure that enemies attack the hero adequately and choose the correct distance.

6. Visualization and Animation Testing:
- Verify that enemy animations are reproduced correctly and align with their behavior.
- Confirm that visual effects of attacks and evasions are realistic.

7. Sound Effects Testing:
- Test the sound accompaniment of enemy actions, such as attacks and evasions.

8. Editor-Driven Configuration Testing:
- Check that modifying enemy parameters through the editor affects their behavior and characteristics.

9. Compatibility Testing with Difficulty Levels:
- Test how changes in difficulty levels affect the behavior and aggressiveness of enemies.

10. Testing on Different Platforms:
- Verify the functionality and stability of enemy AI on various platforms (PC, consoles, etc.).

11. Error and Unusual Situation Testing:
- Seek and reproduce non-standard situations that may impact enemy behavior and verify their reactions.

Comments and Additional Requirements:
- Document all identified errors and shortcomings with detailed descriptions and reproduction steps.
- Verify the functionality of enemy AI in different scenarios and game levels.
- Test various combinations of enemies to ensure their correct interaction.
- Aggressive monsters successfully attack the hero when aggression is present and return to Idle state when the hero is absent.
- Passive monsters flee from the hero while in the Fleeing state and return to Idle state after reaching a safe distance.
- Monsters of different types do not attack each other.

- Ensure that all animations, sounds, and visuals meet expectations in various monster states.