**AI Design**

Animal behaviour

**Pigs** –

Typically idle animals however they run around wildly and in unpredictable ways then thrown or hit. They run for, around, between 10 to 15 seconds

**Sheep** –

Move around in herds. If a sheep is removed from a herd it will try to get back to it. When a dog is near by the sheep won’t move, even if separated from the herd.

**Chickens** –

Chickens will run away from the player when possible. Scarring one chicken will also scare all the chickens in the area. When a chicken is scarred it will run around randomly a small radius but when it is chased by the player it will just try to run away from it.

**Cows** -

Cows don’t move around much. They just walk around in their general area and munch on grass. When sucked by the player they don’t get sucked up like other animals but pulled towards the leaf blower, scraping the ground. The most efficient way to move cows is to launch other animals at them.

**Dog** –

When idle the dog will just sit around with a dumb, blank, gleeful expression. The dog will also go through anything that is in its way (physics objects) when ordered to move by the player. If there is a herd of cows in its way, the dog will bulldoze right through them with great impact, launching them all into the air. There is nothing that can stop the dog.