Lesson 5 - Artificial Intelligence - Extra Activities

http://www.stencyl.com/learn/extra5/

Mirror, Mirror On the Wall ★★★★

Add a new AI to the enemy that makes the enemy "mirror" every move the Hero makes. For example, if the Hero moves left, the enemy will move right.

Bug Repellent ★★★★

In the main activity, you wrote up a simple "avoid" AI and probably noticed that the enemy can get stuck in one of the corners.

Your task is to improve this AI, so that the enemy will avoid getting stuck.

> **Hint**: Have the enemy maintain a certain minimum distance from the Hero. If this minimum distance isn't maintained, and there isn't anywhere else to go, move towards the player to get unstuck until that distanc is reached.

Smart Enemy ★★★★

In our Follow AI, the enemy will head straight for the Hero, even if there's a wall standing in his way. Modify the AI, so that it will figure its way around.

You don't need something foolproof, just something that will work better than the existing AI.

> **Hint**: If an enemy gets stuck, have him move in a different direction, so he becomes unstuck.