# AI Requirements:

* All enemies will have stats that can be adjusted independently
* There will be at least four different AI types
* Each type will have a boss version that’s stronger
* There will be at least two unique AI types for bosses
* Enemies will scale depending on the difficulty of the world
* Bosses can use multiple beahaviors
* Enemies can use different behaviors patterns\*

\*Requirements with asterisks are not required but would be nice

Scripts:

Enemy Stats – Keeps track of each enemies stats

Charge Enemy – charges the player

Shoot Enemy – Fires projectiles at the player

Flee Enemy – Enemy flees player, drops power ups

AOE Enemy – attacks in an area of effect

Spawner Enemy – spawns basic mobs

**Design:**

Each enemy will have the enemy stats script which will hold the values for health, damage, speed, defense, ect. And one of the behavior scripts such as the charge enemy script which will then reference the values in the stats script. Each Enemy stats script will also reference the game manager which can adjust the stats of the enemy to adjust for the difficulty of the level. All enemies have a change to drop money and temporary power ups and the Flee enemy when killed always drops consumables. Bosses will also always drop consumables.