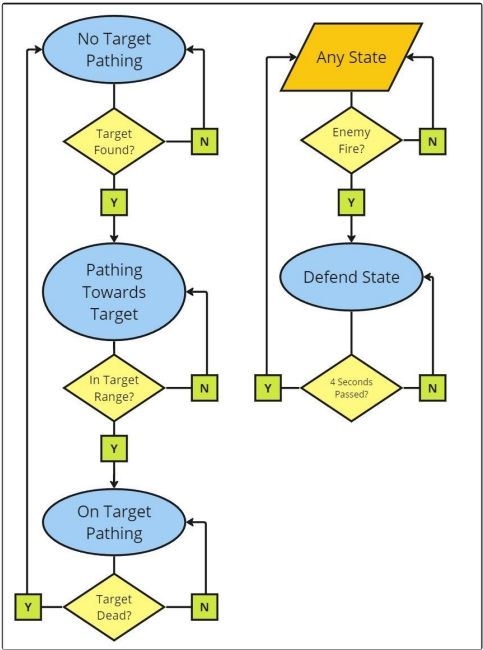


Blue Drone AI Behaviour

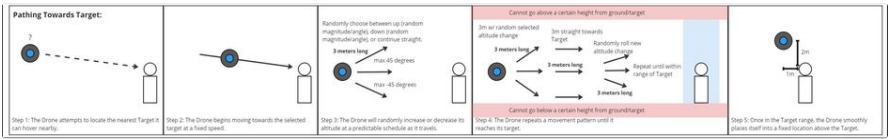


The Blue Drone is a defensive enemy that hovers nearby other enemies, using its defensive Blue Weapon to shoot player bullets and projectiles out of the sky and protect its nearby allies.

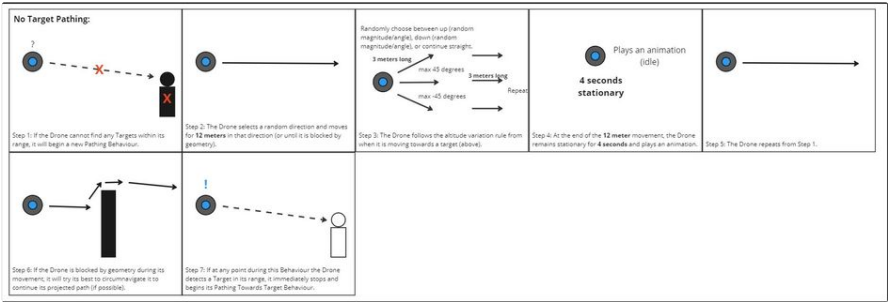
The Blue Drone moves slowly and methodically, flying in random but predictable directions at a constant speed, pausing after every movement for a set amount of time. Each movement is also the same distance every time, albeit in a random direction.

The Blue Drone selects an enemy to target and hovers in their near vicinity, never moving too far away. When it can see no nearby enemies to protect, it wanders somewhat aimlessly.

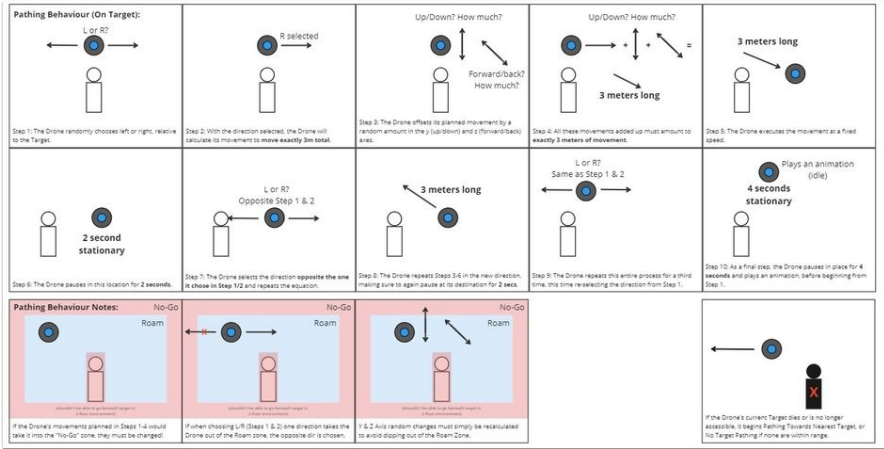
Summary of Blue Drone Behaviour States, expanded upon in detail below.



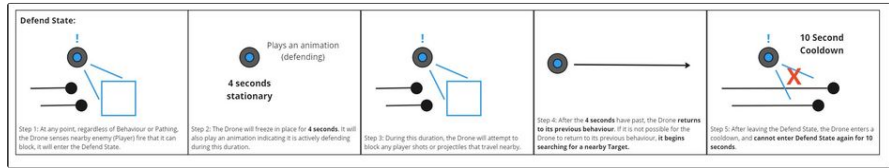
Pathing Towards Target: The Blue Drone selects a Target to defend, and then moves towards it with a consistent but somewhat-randomized movement pattern, settling in a pre-determined spot just above the Target.



No Target Pathing: The Blue Drone cannot find a Target to defend within its range, and so it wanders in random directions with a consistent but somewhat randomized movement pattern.



On Target Pathing: The Blue Drone has a Target to defend. It moves around the Target with a consistent but somewhat randomized movement pattern, never straying too far from its selected Target.



Defend State: The Blue Drone has detected harmful fire nearby. It ceases all other behaviours and freezes in place, attempting to block any and all hostile bullets or projectiles for 4 seconds. Afterwards, it cannot reenter Defend State for 10 seconds.