For Duncan.

My Assessment features 3 decision making techniques. it features state machine in the form of an enemy that only uses a state machine for its behaviours. A Blackboard that will let other enemys seek if they are in range of a agent thats already seeking. and a Utility AI that will automatically scale the behaviour weight of the flee behaviour based on the amount of damage the unit has taken. My assessment also features a graph that allows for the use of smoothed pathfinding and can be used by all the enemy's within my game and also features the use of custom hueristics (can use Euclidean, Manhattian and diagonal). It also features 8 steering behaviours. 5 that get used on enemys (Seek, Flee, Wander, Avoidance and SeekAlongA\*) and 4 that get used on Flockcubes (Seperation, Cohesion, Alignment and Seek) with a automated weighted combination for all behaviours.