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. 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.