For User.

You have 3 different agent types that are not you.

Enemy - this uses behaviours of Seek, Flee, Wander and Avoidance. It is defaulted to Wander and when the player is within 300 of the player, it will then transition to Seek. the enemy though, has two different seeks, which are based on if the enemy can see the player or not directly. if the A\* path is equal to 2 (which would only have the start and end node) then of course they can see the player and they do the default Seek, if they cant see, then they use the A\* seek. The enemy will stop seeking when the health of the enemy is less than 30. which it will then transition to flee. Also when the enemy is moving around, they have forces that will get applied when they hit a wall that will try to repel the enemy away from the walls. This flee is scaled by the utilityAI.

There is also stateEnemy- which uses 3 states that transition based on certain parameters that will pop and push states.

And there is also flockCube. which contains the flocking behaviours as well as the one of them having seek so that they move toward the player.

The A\* path also features smoothing so that the path is made into as many straight lines as possible.