

AI DESIGNED FOR FIRST/THIRD PERSON ACTION-RPG (STAR CITIZEN)



SERVES THE PLAYER IN 3 WAYS:

- HELPS IN COMBAT BY ENGAGING ENEMIES
- MARKS VISIBLE ENEMIES FOR THE PLAYER
- HELPS GATHER SUPPLIES & CARRY PACKAGES FOR THE PLAYER

MAIN EVENTS TO TRIGGER BEHAVIOUR ARE PLAYER INPUTS AND ENEMY CONTACT

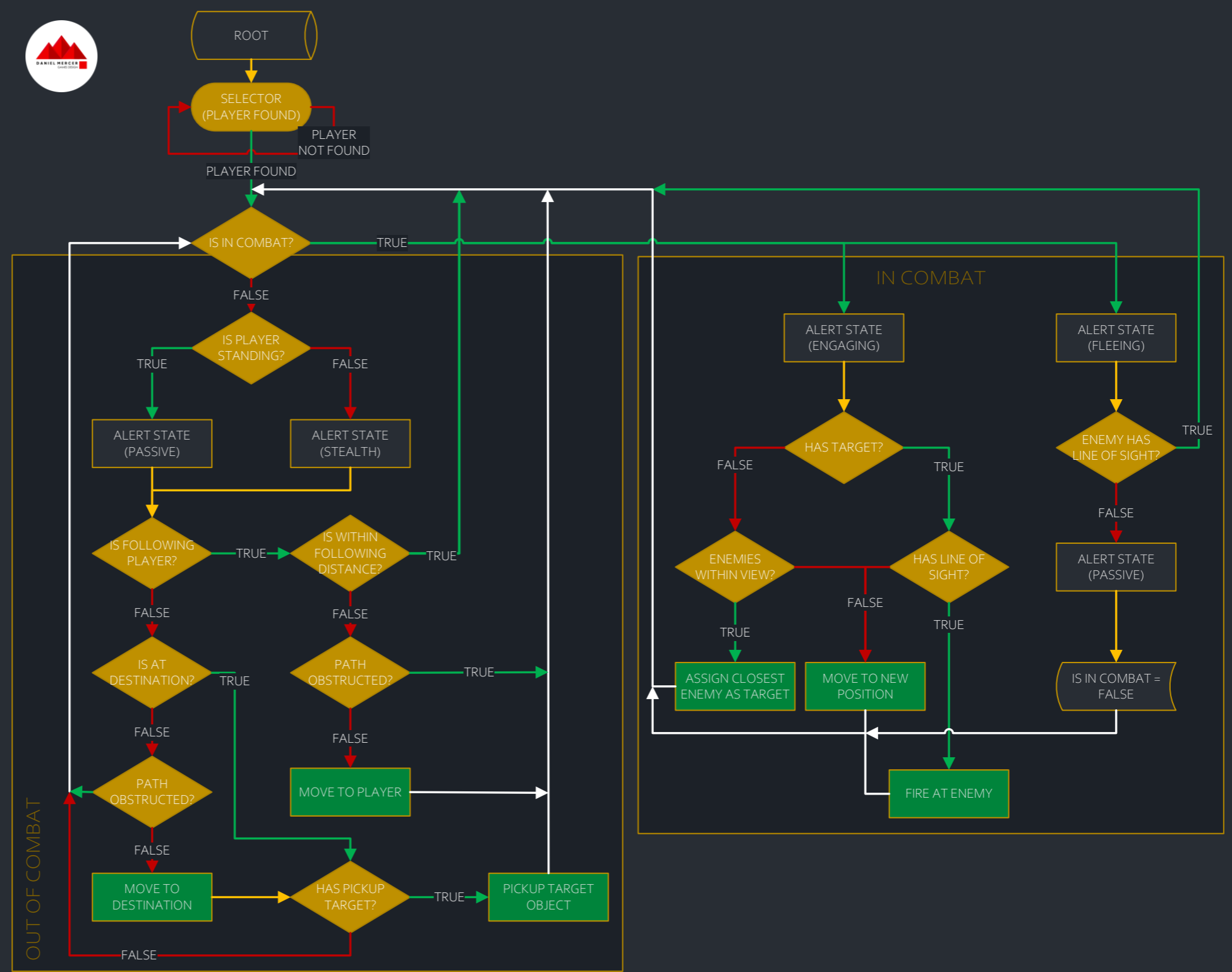
PUBLIC VARIABLES:

- ALERT STATES (PASSIVE, STEALTH, ENGAGING, FLEEING)
- IS IN COMBAT?
- IS FOLLOWING PLAYER?
- DESTINATION (VECTOR)
- TARGET (ACTOR)
- MATCHING PLAYER STANCE? (CROUCH, STANDING, PRONE)

FOLLOWING DISTANCE

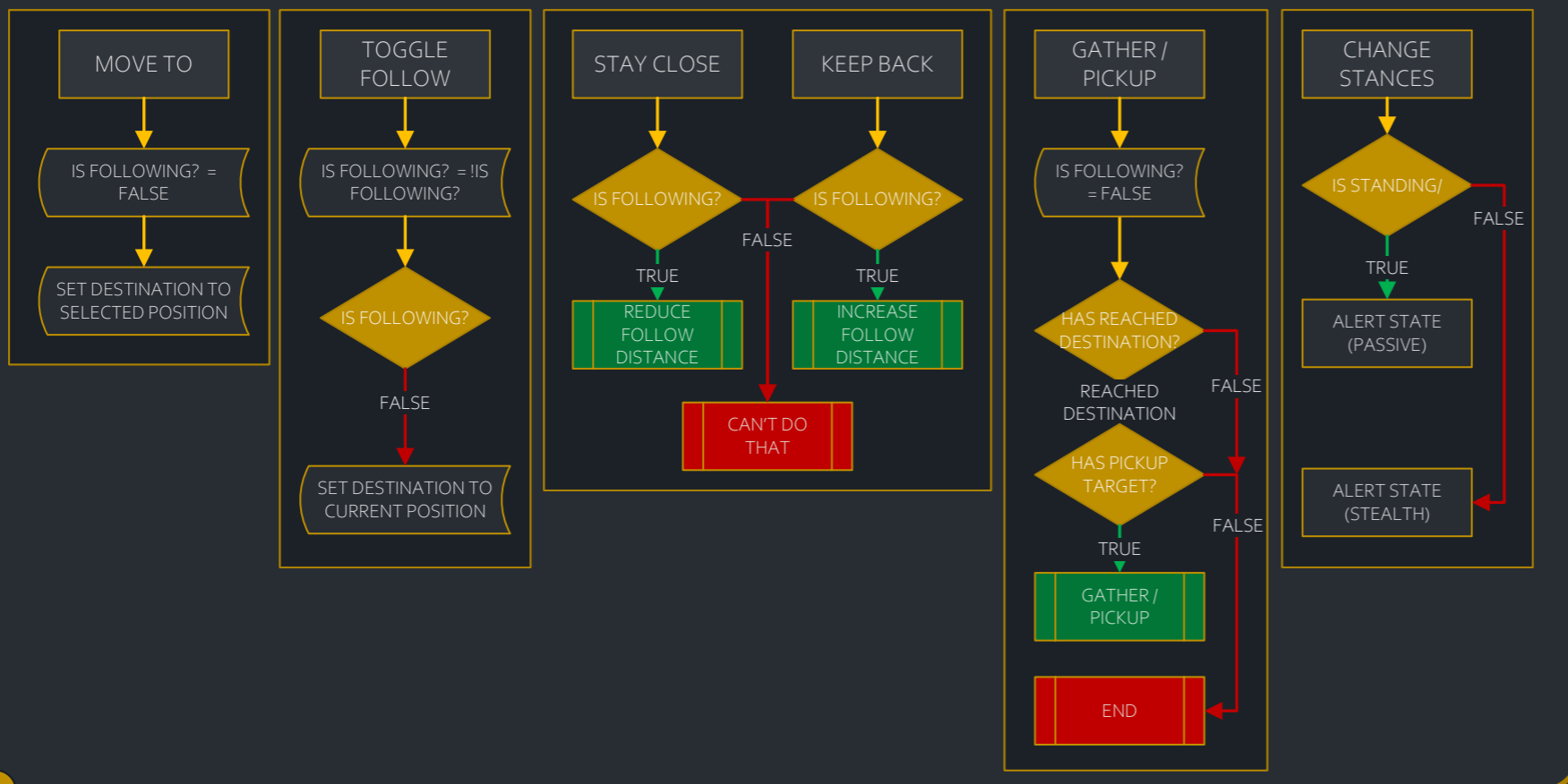
OTHER CHECKS:

PATH OBSTRUCTED?



PASSIVE / COMBAT COMMANDS (DONE EXTERNALLY)

PASSIVE COMMANDS



COMBAT COMMANDS

