AI Behaviors Document

Group Europe

May 2022

Summary

1 AI Behaviors

2 AI Components

A Can hit

B Can pick up several sheep

C Cannot pick up several sheep

D Can use Fertilizer

Feature doc – AI Behavior

AI Behaviors

All AI have the same general behaviors (Flowchart), with few variants.

Specific behaviors :

- Can or cannot hit the character's player
- Can or cannot pick up several sheep at once
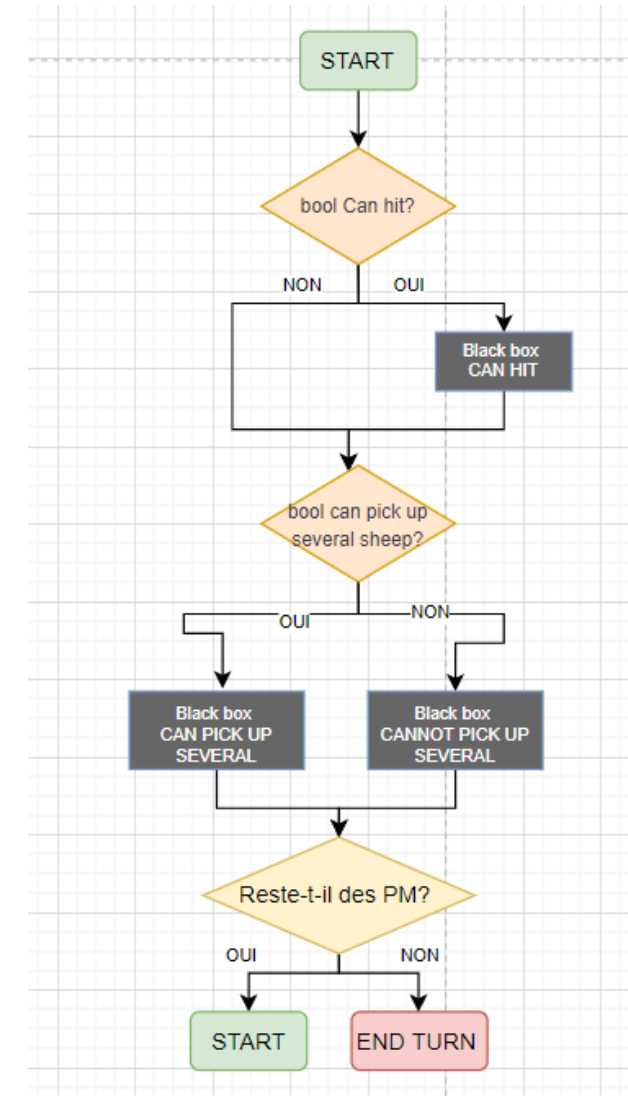- Can or cannot use fertilizer

Animations :

- Meshes and Animations

Parameters :

- Movement points (MP)
- Movement cost when collecting a sheep (MP)

Link : Flowchart

Link : AI systems

Flowchart

AI Components – Can Hit

AI 1 – The Bumpkin

AI 2 – The Knight

AI 3 – The Merchant

AI concerned   AI not concerned

Black box
CAN HIT

ENTER

Joueur à portée de tir &
Moutons du joueur > Moutons
de l'IA?

NON   OUI

Throw sheep
on the player

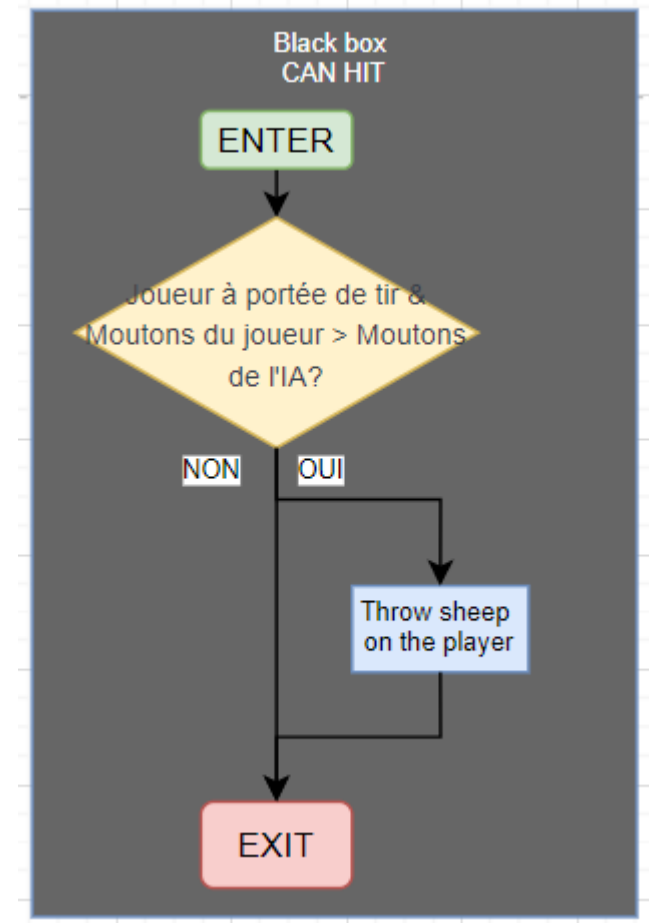EXIT

Flowchart

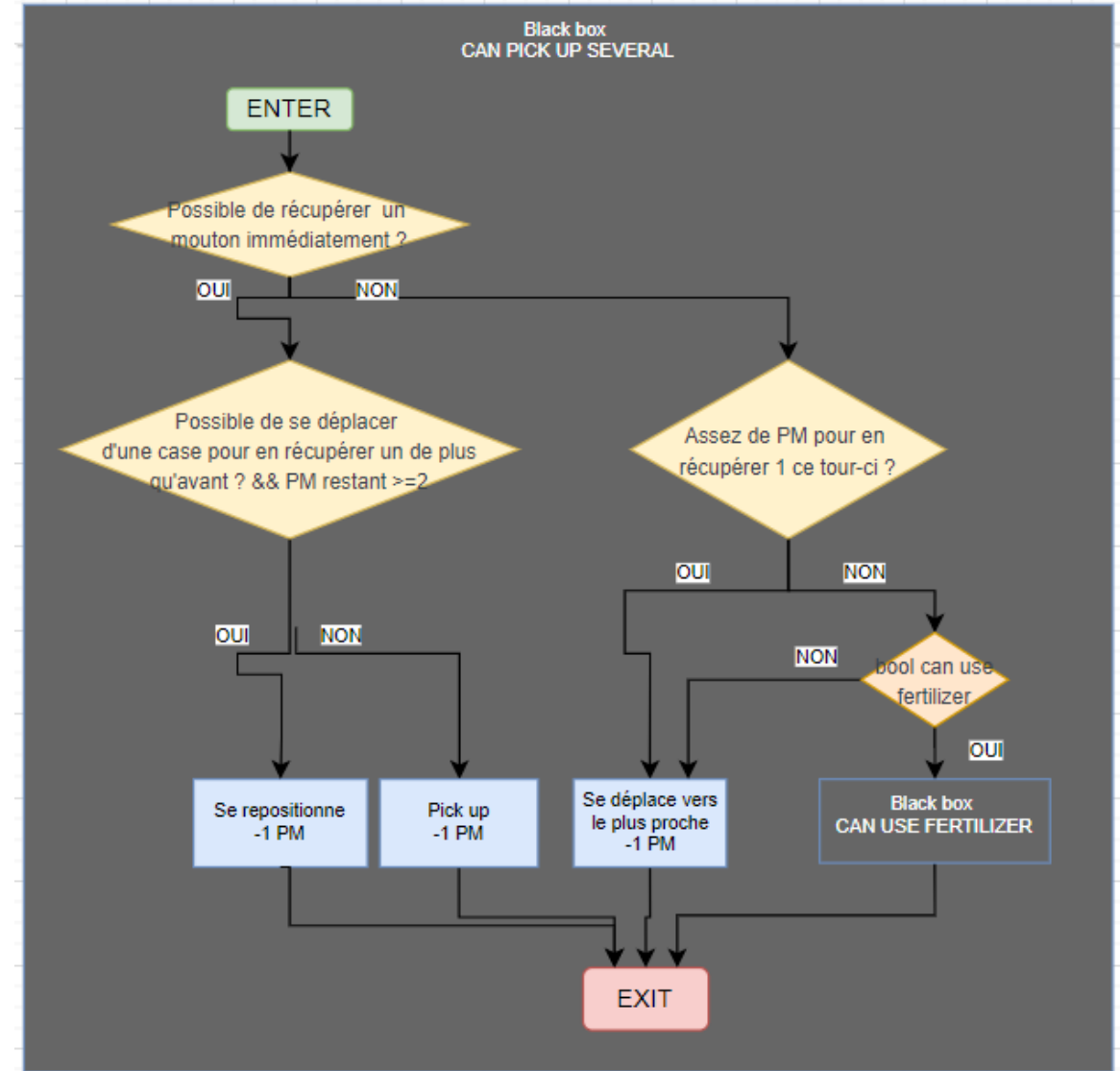# AI Components – Can Pick up several

AI 1 – The Bumpkin

AI 2 – The Knight

AI 3 – The Merchant

AI concerned   AI not concerned

Flowchart
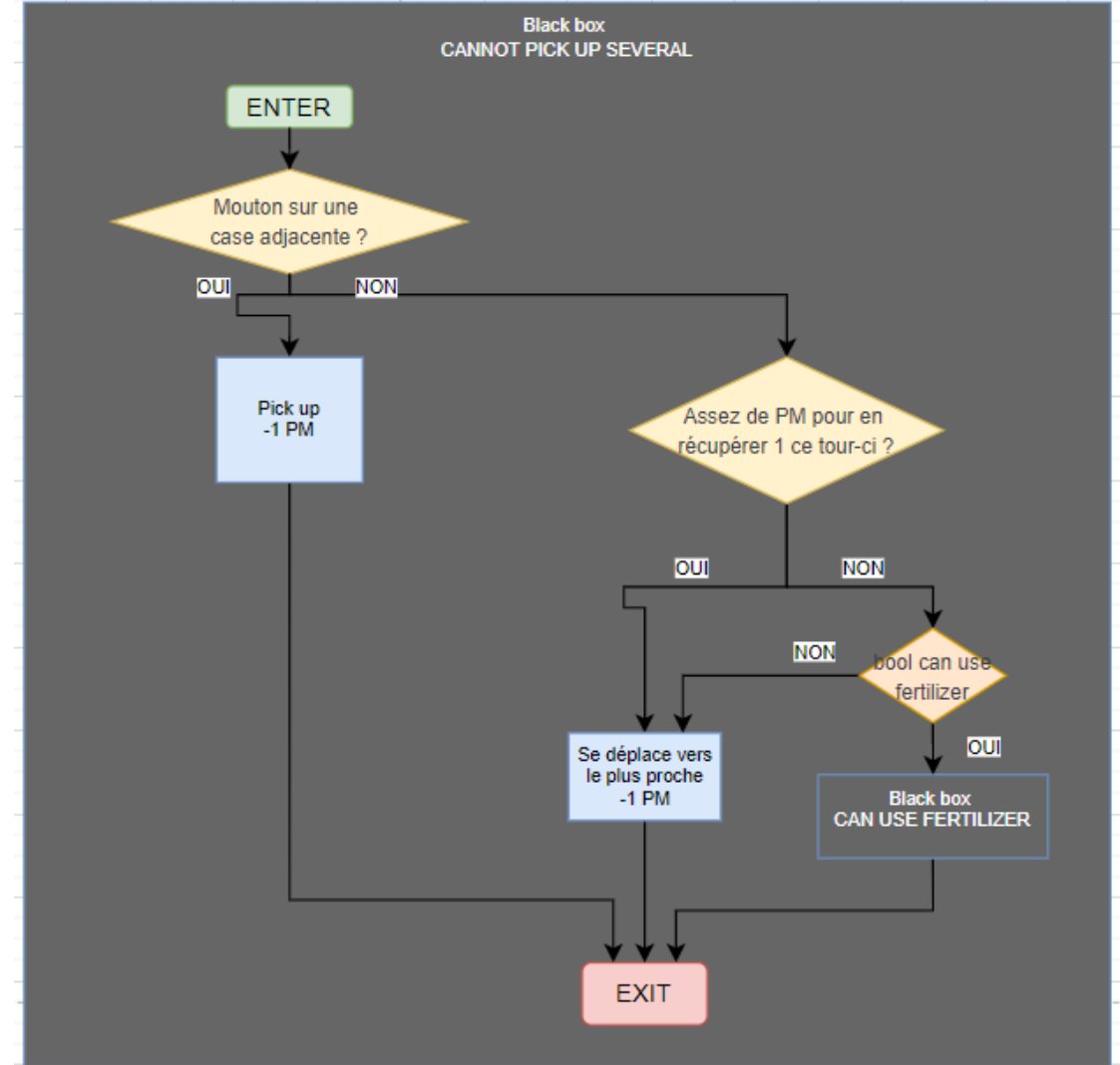
AI Components – Cannot Pick up several

AI 1 – The Bumpkin

AI 2 – The Knight

AI 3 – The Merchant

AI concerned   AI not concerned

Flowchart

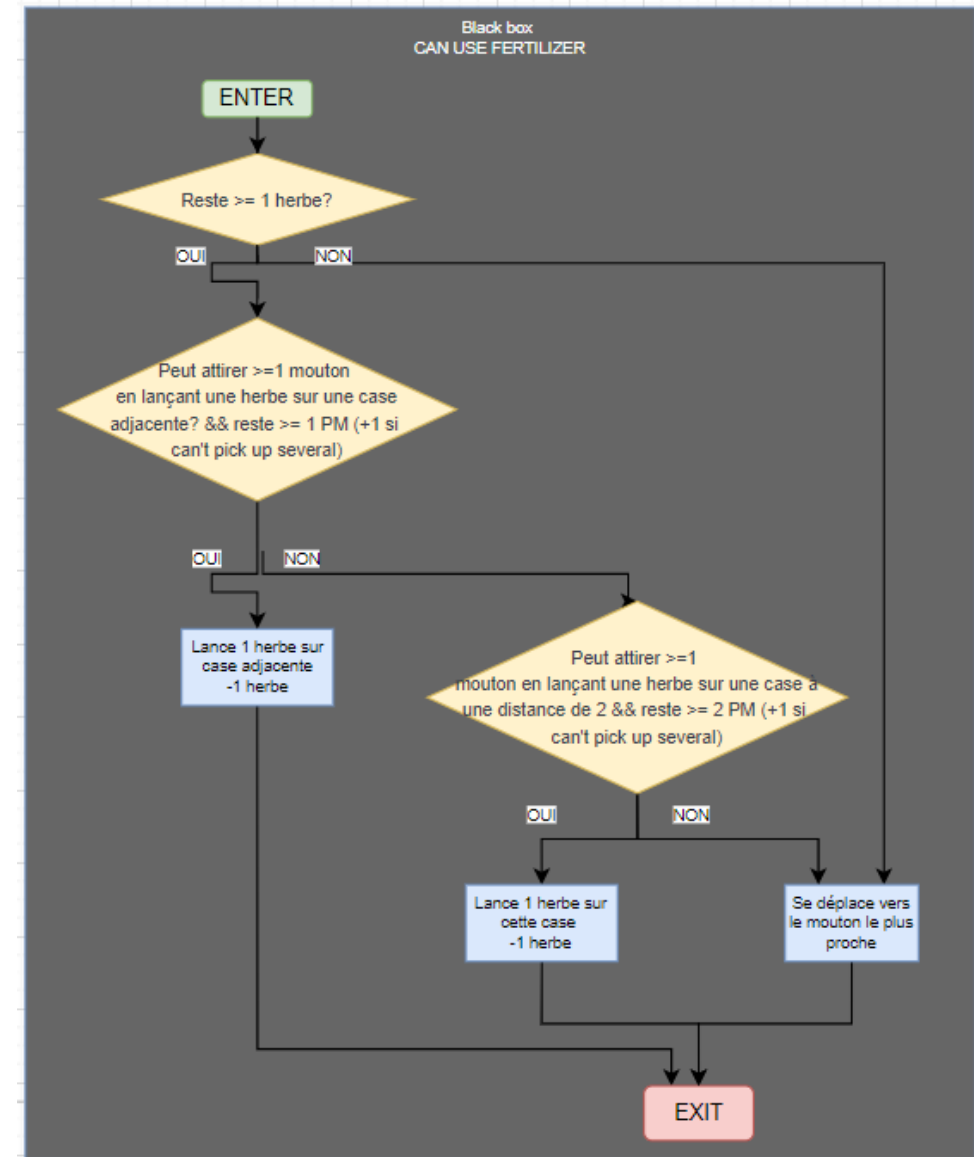# AI Components – **Can** use Fertilizer

AI 1 – The Bumpkin

AI 2 – The Knight

AI 3 – The Merchant

AI concerned   AI not concerned

Flowchart

Feature doc – AI Behavior