

Al Behaviors Document



Group Europe



1 Al Behaviors

2 Al Components

A Can hit

B Can pick up several sheep

C Cannot pick up several sheep

D Can use Fertilizer

Al Behaviors





All Al 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:

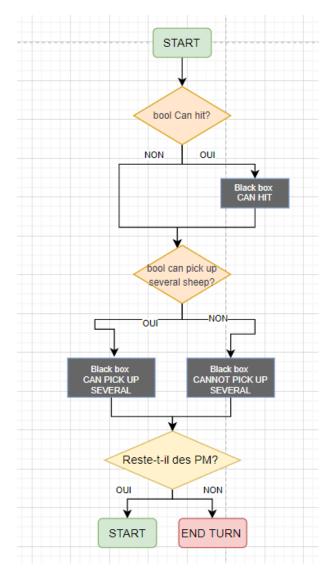
Meshes and Animations

Parameters:

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

Link: Flowchart

Link: Al systems



Flowchart

Al Components - Can Hit

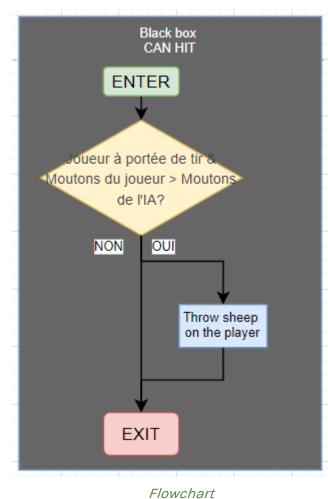




Al 1 - The Bumpkin

Al 2 - The Knight

AI 3 - The Merchant



Al concerned

Al Components - Can Pick up several





Al 1 - The Bumpkin

Al 2 - The Knight

AI 3 - The Merchant

Black box CAN PICK UP SEVERAL ENTER Possible de récupérer un mouton immédiatement 2 NON Possible de se déplacer Assez de PM pour en d'une case pour en récupérer un de plus récupérer 1 ce tour-ci ? gu'avant ? && PM restant >=2 OUI NON OUI NON NON bool can use fertilizer. OUI Se déplace vers Black box Pick up Se repositionne le plus proche CAN USE FERTILIZER -1 PM -1 PM **EXIT**

Flowchart

Al concerned

Al not concerned

Al Components - Cannot Pick up several

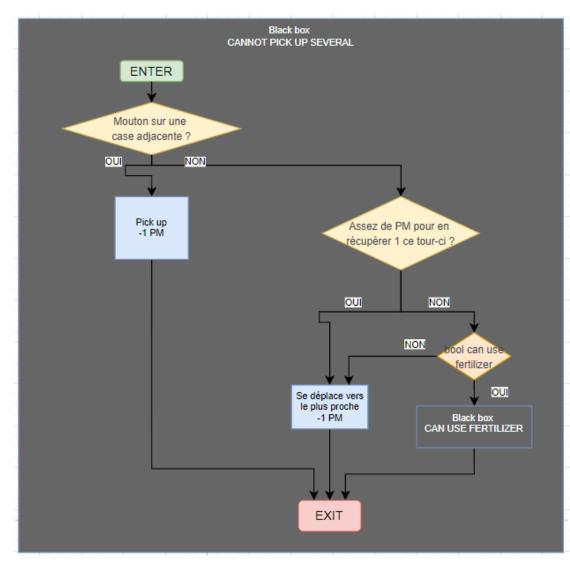




Al 1 - The Bumpkin

Al 2 - The Knight

Al 3 - The Merchant



Al not concer

Flowchart

Group Europe - May 2022

Al concerned

Feature doc - Al Behavior

Al Components - Can use Fertilizer





Al 1 - The Bumpkin

Al 2 - The Knight

AI 3 - The Merchant

Black box CAN USE FERTILIZER **ENTER** Reste >= 1 herbe? NON Peut attirer >=1 mouton en lançant une herbe sur une case adjacente? && reste >= 1 PM (+1 si can't pick up several) OUI NON Lance 1 herbe sur Peut attirer >=1 case adjacente nouton en lançant une herbe sur une case a -1 herbe une distance de 2 && reste >= 2 PM (+1 si can't pick up several) OUI NON Se déplace vers Lance 1 herbe sur le mouton le plus cette case -1 herbe **EXIT**

Al concerned

Al not concerned

Flowchart