

# Rules Of A Rappybas AI

## Topdown or 3D Shooter

Action	Gets shot at	Sees or hears something moving, unclear who or what it is	Sees the enemy walking towards him	Sees a grenade	Nothing unusual, sitting at the base	Gets hurt, and maybe scared from it
<b>Type AI</b>						
<b>An aggressive AI</b>	Shoot or throw grenade if needed	Walk towards it, and check it out	Shoot at him from distance	Throw it back, while trying to shoot him too	Wait for a call from the protective AI's	Becomes a protective AI
<b>A protective AI</b>	Runs away, while trying to shoot back	Inform other members of the crew and inspect it together	Call the other members to protect the base	Run for your life while checking out where it came from	Walk around the base	Well, he will get scared even more

There are a lot more factors which makes your AI more realistic. Don't make your AI unbeatable, every human being is beatable, and so are the AI's. To make an AI beatable after it is unbeatable, you can for example let the AI make human mistakes which is called an *Imperfect AI*. This table will hopefully help you with a basic AI, and understand what an AI usually does in different situations. There are people that do different actions, but when I write my AI's I usually make it work like this table.

Thank you for reading, Rappybas, from the GMC, <http://rappybas.com>.

Check out my worst AI ever at <http://gmc.yoyogames.com/index.php?showtopic=449269>.