

Introduction to AI

AI in Games



Challenge - Enemy Lasers

Make enemies shoot at the player.

1. Duplicate or add a new laser object to the Layout, call it "EnemyLaser".
2. Add a Start Timer Action to the Enemy On Created event.
Set it to regular (repeat) every 3 - 5 seconds, like this: "random(3, 5)".
Tag the timer "shoot".
3. Add an Enemy -> On Timer "shoot" event, with an Action that spawns an EnemyLaser.
4. Test it and adjust the shoot timer to your liking.
5. Handle the EnemyLaser damage by adding On Collision events for Player and Shield.