From:	Shelus, Peter
Sent:	Thursday, September 11, 1997 10:14 AM
To:	Roan, Frank
Cc:	Cain, Billy
Subject:	AI Issues

Billy just told me that you and Jason had a pretty good talk regarding AI yesterday, so I'm not sure if you two have already covered this or not. I was thinking that it might be a good idea for Billy, Ben, Jason, you and myself to sit down and decide what the end result of the AI needs to be. I know that we have already told Jason to "make it like Wing 4", but it might be better if we actually enumerated what should happen.

Here's and example of what level of detail we should go for:

When the player targets an enemy -> if the player is behind the target, and is within a certain range, the target tries to match speed with the player, weave in an interesting manner in front of the player for a few seconds, and then breaks away.

Before an AI pilot fires a missile at the player -> the number of missiles in the air targeting the player is assessed before firing a new one

When an AI pilot chooses a target -> it tries to pick a target that is targeted by a minimal number of other pilots.

When an AI pilot is told to defend and object -> it flies aimlessly within a certain radius of the defended object, attacks any enemies that enter that sphere, and then returns to the sphere when either the enemy is a certain distance away from the defended object, or another enemy starts attacking the defended object.

When an AI pilot is flying -> it attempts to avoid collisions with all other objects, unless otherwise told to ignore collisions with particular objects.

I think that this would greatly clarify what you and Billy are looking for in terms of the AI, and make it much easier for Jason to code it. How does this sound to you?

Pete