Introduction

This is the working documentation for a short-term intellectual exercise stemming from discussion about enemy(Mob) AI for the in development Pathfinder Online MMO RPG. The purpose of this model is to demonstrate dynamic behavior in a Mobs governed by simple rule sets as they respond to "player" actions.

This document will act as a sudo-blog/publicly-viewable organizational tool. The following

I do not have a formal degree in computer science and have not done Netlogo programming in over four years, so please be patient with my progress. For those who are not familiar with the Netlogo, it is a Java based application for both teaching programming and creating agent based models. http://ccl.northwestern.edu/netlogo/

The following thread on the Paizo message board is what prompted me take a spin at this.

INTELLIGENT MOBS, IS IT POSSIBLE?

Describing the Agents

This section is for defining the agents and the rules they will follow in the model.

Fighter - This is an armored warrior trying to defend the Wizard.
    Rules
        Likes
            • To get between the Ghouls and the Wizard
        Dislikes
        Attributes
            • Threat range - the distance the the fighter can attack at ghoul
            • Multitask - the number of ghouls the fighter can attack at one time
            • Damage - the amount of damage the fighter does to the ghouls

Wizard - This is a lightly armored magic user who is the primary target of Ghouls.
    Rules
        Likes
            • To hold absolutely still
            • To tempt ghouls with delicious man flesh.
        Dislikes
        Attributes
            • HP - the amount of damage the wizard can take before dying

Ghoul - An undead monster that likes to devour the flesh of the living.

Rules

Likes

- To attack (move to) the Wizard

Dislikes

- The fighter

Attributes

- Damage - the amount of damage the ghouls can do
- HP - the amount of damage the ghouls can take before dying.

Code Base

This section is for actual Netlogo code as I am working.