

Secrets of Toanium - Feature #423

Implement Patrol behavior

04/23/2026 04:14 PM - Administrator Administrator

Status:	New	Start date:	04/23/2026
Priority:	Normal	Due date:	
Assignee:	Frank Fernandez	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>Within the instance player, we need to implement the Patrol behavior. This will require annotating an Enemy Combatant to keep track of what patrol point it is currently targeting, and changing that patrol point to the next one in its designated cycle.</p> <p>This is dependent on #420, #421, and #422</p>			