

AI

The AI in Bad is a stand in for players but also plays a larger role in training and style. The various AI's get better and better and seeing where you rank against them in the international leaderboards gives you an idea of where your skill is currently.

Each AI has a personality and is names after a famous fictional AI.

Name	Behavior	Uses Speacial
Fred	Rushes at players the strafes and opens up with all weapons. Fly's a Duzzy.	No
Darryl	Holds a decent fire range and while keeping distance moves to keep the player in target. Flys a Shark	No
Ash		
Bishop		
Data		
Lore		
Halnine		
Joshua		
Smith		
Marvin		
Rachael		
Roy		
Johnny		

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