

The ENTS project is a simulator of an environment which is similar to our common world. In this environment, there live autonomous agents called ents. They take care of their world. To fulfil their goals and satisfy their daily needs, they often have to look for a path around the world. This work is focused on scripts which are responsible for this pathfinding. The ents' movements are improved by hierarchical version of the A* algorithm. Thanks to this, demands on CPU during looking for longer paths are considerably decreased. In addition, ents' scripts are enhanced by better movement around a room, other ents following and avoiding, and "lazy" picking up objects.