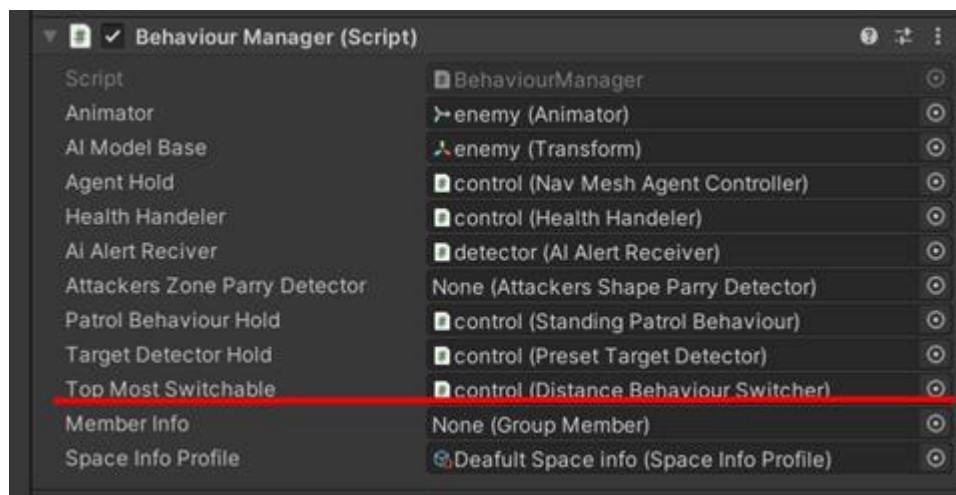Alek AI Behaviour Switching docs

to use it, you must have a class extending the ISwitchable interface, like the one included in this module, for example (these are the included switchers)
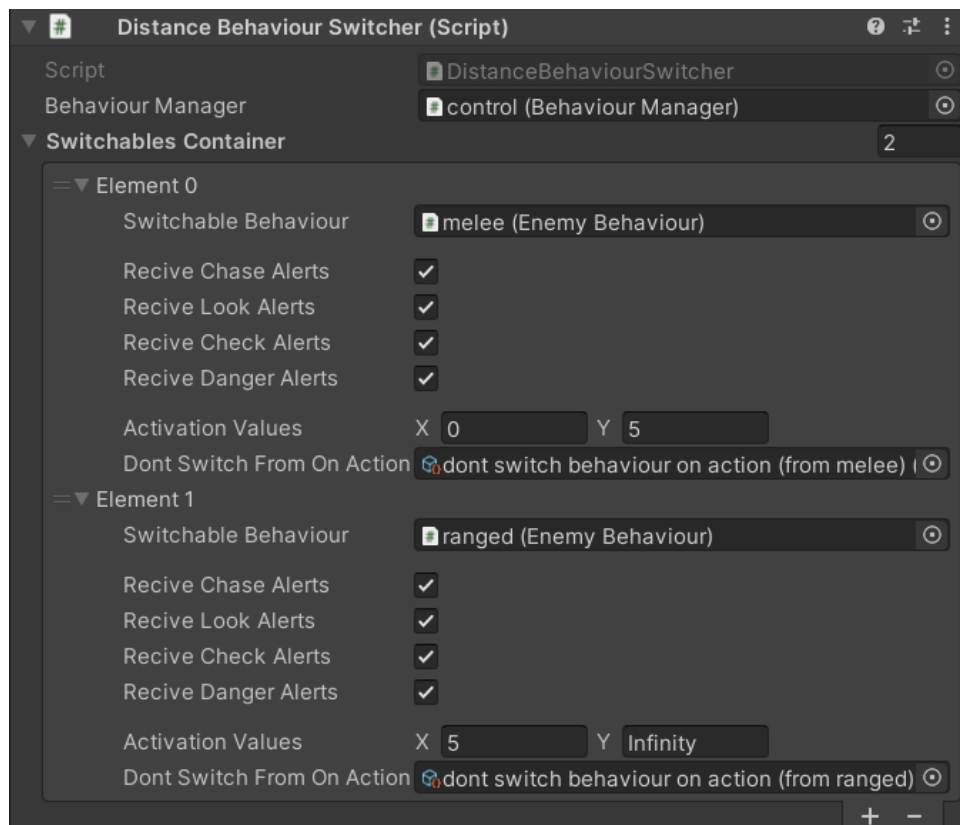
DistanceBehaviourSwitcher
EventBehaviourSwitcher
HealthBehaviourSwitcher

Or the base EnemyBehaviour script (AI behaviour) (you will assign this to the bottommost switchers)

All you have to do is assign the topmost Switchable in the Behaviour Manager to the Switcher like so:

and then just assign all the behaviours (or another switcher for multilevel switching) to the switcher, and set switch conditions.

this module also allows you to disable the AI if it is far away, to optimize the game. You can add this component onto the root of the AI.