

## Deus Ex: Revision - Suggestions #654

Give the AI the ability to shoot at the player if they're looking at them through a transparent destructible mover

17/02/2016 17:16 - Hawk Bird

<b>Status:</b>	Done	<b>Start date:</b>	17/02/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Hawk Bird	<b>% Done:</b>	100%
<b>Category:</b>	Code	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	1.2.2		
<b>Description</b> And thus destroy the mover, i.e. a window.			

### History

#### #1 - 01/11/2017 18:23 - Hawk Bird

- Status changed from *Triaged* to *Done*
- Assignee set to *Hawk Bird*
- Target version changed from *2.0 - ECHELON* to *1.2.2*
- % Done changed from *0* to *100*