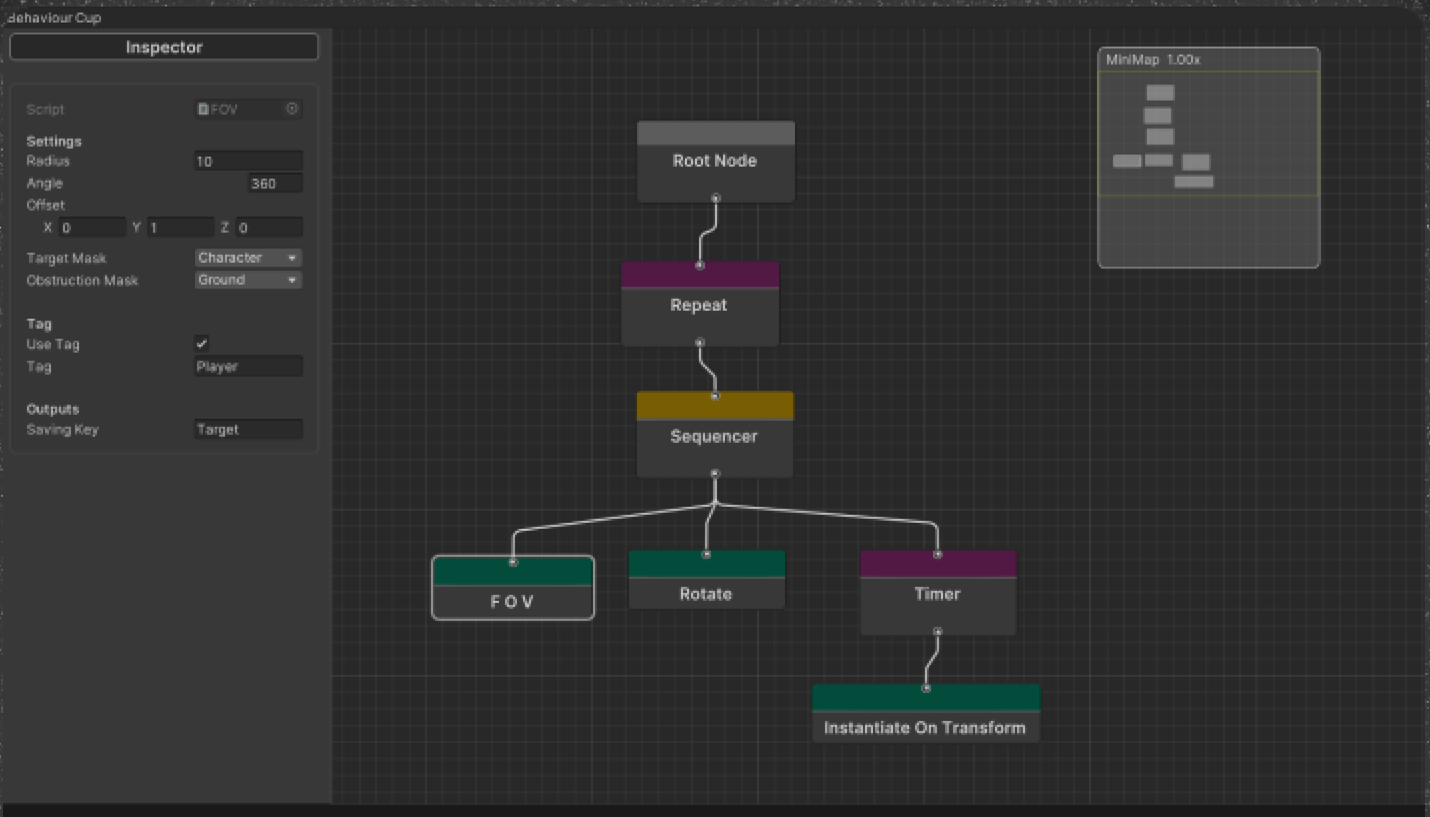
What I did In my 5+ years of experience

Alaa Abusarah
@AlaaAbusarah

Behavior Cup

AI-Framework for Unity Engine! 🌟
based on Behavior Trees patterns



dehaviour Cup

Inspector

Script	FOV
Settings	
Radius	10
Angle	360
Offset	X 0 Y 1 Z 0
Target Mask	Character
Obstruction Mask	Ground
Tag	
Use Tag	✓
Tag	Player
Outputs	
Saving Key	Target

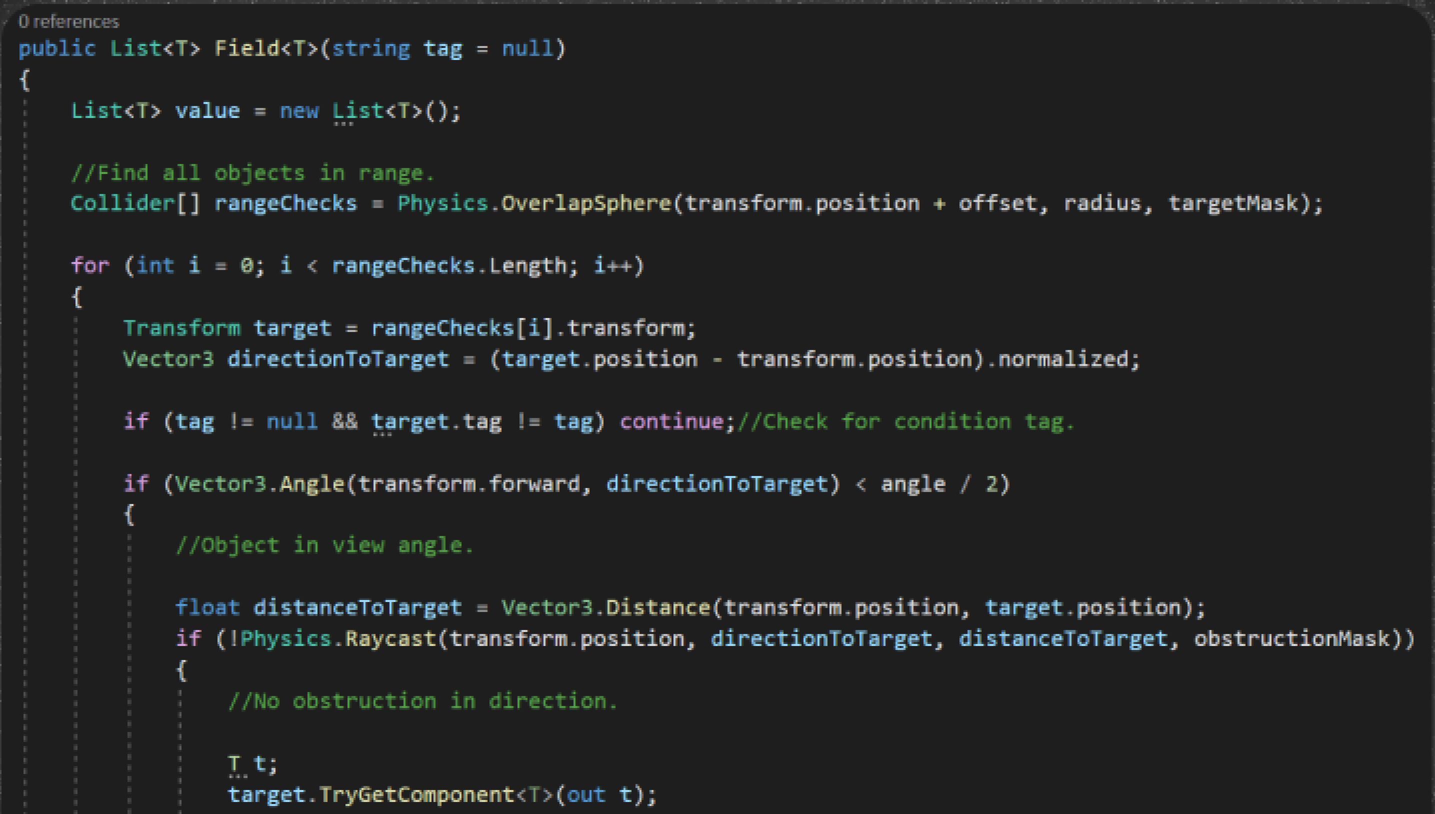
Highway Hajwala

Mobile drifting game published on google play

THIS IS MY FAVORITE 💪

Field Of View

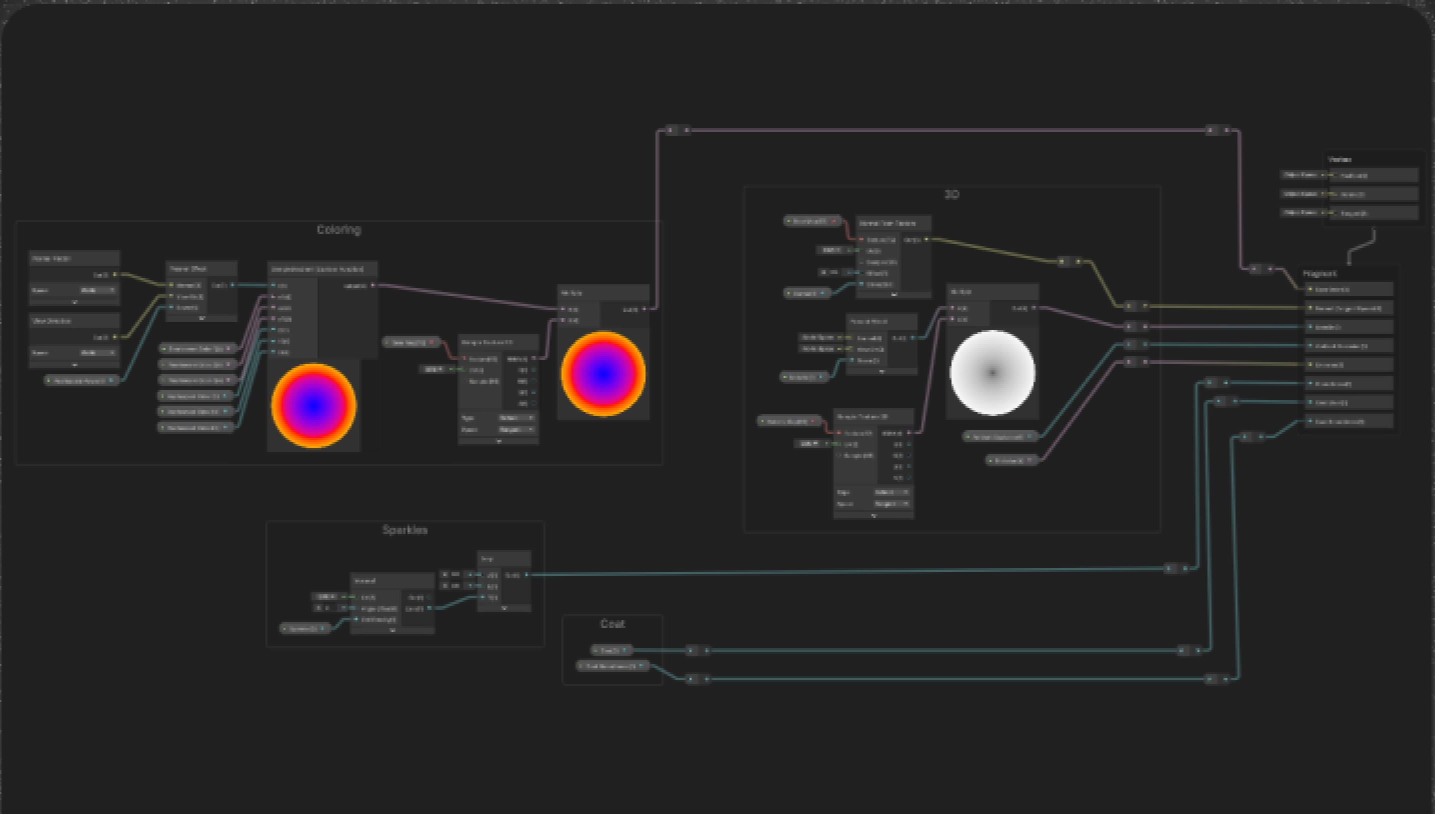
Tool for detecting objects within a specified radius and angle



```
0 references
public List<T> Field<T>(string tag = null)
{
    List<T> value = new List<T>();

    //Find all objects in range.
    Collider[] rangeChecks = Physics.OverlapSphere(transform.position + offset, radius, targetMask);

    for (int i = 0; i < rangeChecks.Length; i++)
    {
        Transform target = rangeChecks[i].transform;
        Vector3 directionToTarget = (target.position - transform.position).normalized;

        if (tag != null && target.tag != tag) continue;//Check for condition tag.

        if (Vector3.Angle(transform.forward, directionToTarget) < angle / 2)
        {
            //Object in view angle.

            float distanceToTarget = Vector3.Distance(transform.position, target.position);
            if (!Physics.Raycast(transform.position, directionToTarget, distanceToTarget, obstructionMask))
            {
                //No obstruction in direction.

                T t;
                target.TryGetComponent<T>(out t);
```

Painting Shader

Realistic car painting shader for Unity mobile games

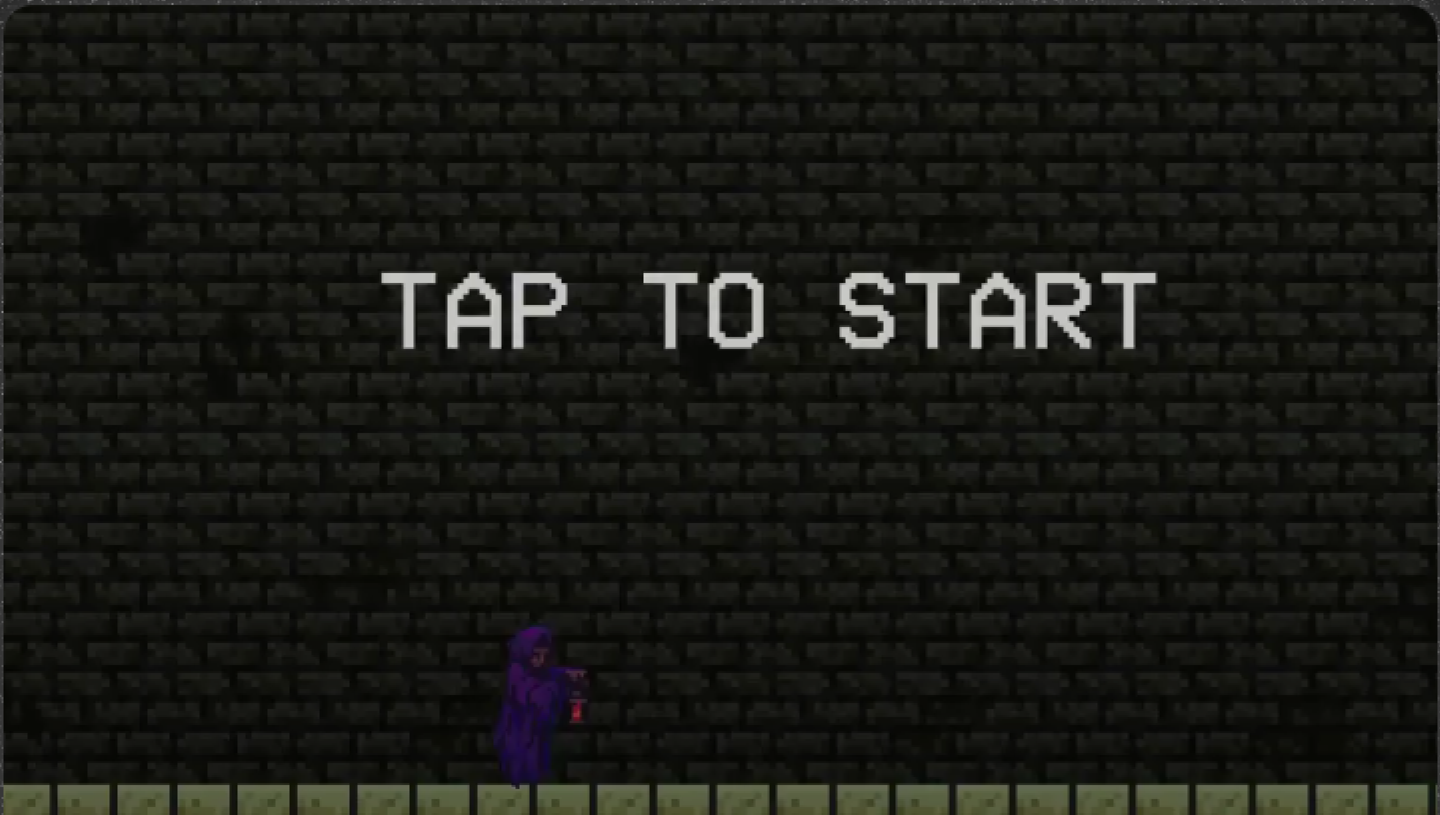


Car Controller

Tool for helping developers for prototyping car controller

2D Platforming

Old game but still gold, Before 3 years



AlaaAbusarah.com
Work@AlaaAbusarah.com
+962781145276