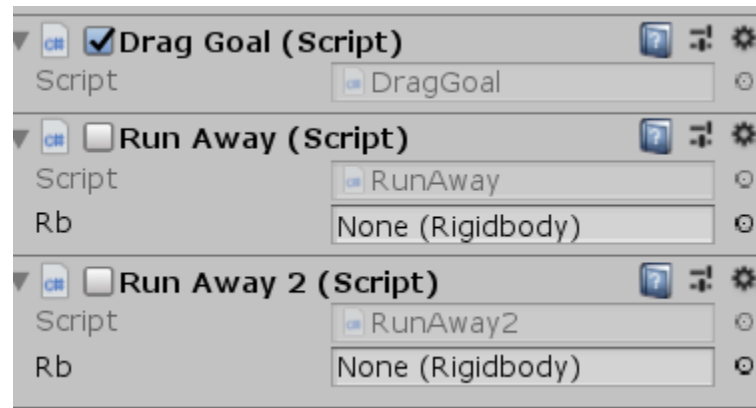
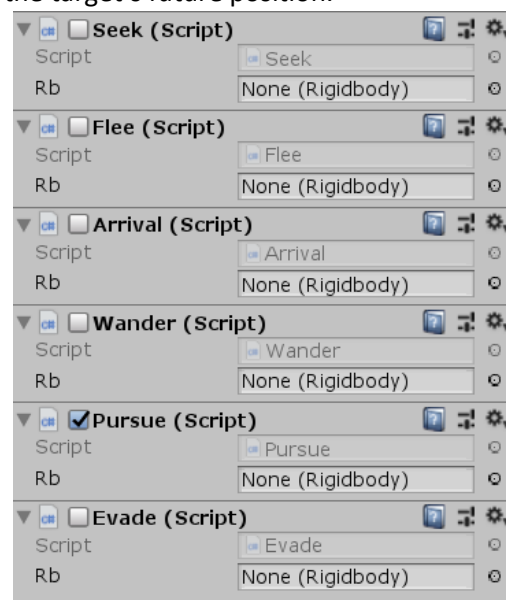


To run this project in Unity, follow the instructions below:

- 1) Open project in Unity
- 2) There are two important game objects here, the green cylinder “Target”, and the red cylinder “Agent”.
- 3) Underneath the “Target” game object, you’ll see 3 script components. See image below. Only have one of these scripts selected at a time. Drag Goal allows you to click and drag the green cylinder during game runtime. Run Away is a script that moves the target in a circle. Run Away 2 is a script that moves the target in a straight line. These 3 different ways to move to target allow you to test the different steering behaviors of the agent.

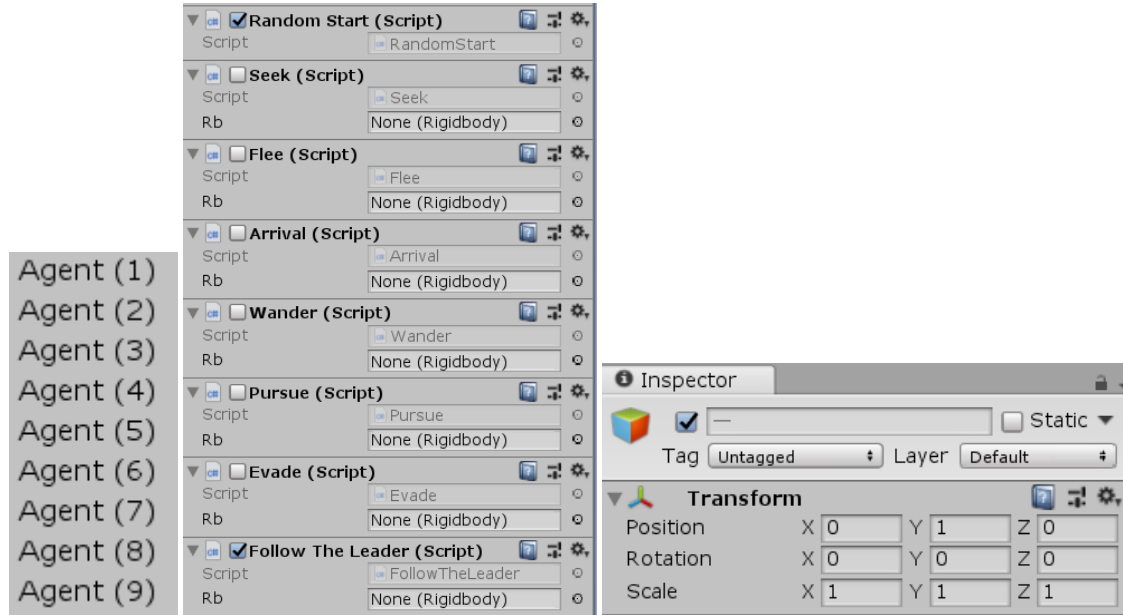


- 4) Underneath the “Agent” game object, you’ll see 7 script components. See image below. Only have one of these scripts selected at a time, as they each hold their own steering behavior. Note that to test Pursue/Evade, you would want to use the Run Away or Run Away 2 scripts for the target. This is because the target needs to have a velocity/trajectory to follow in order for Pursue/Evade to estimate the target’s future position.



- 5) I made 9 more agents that have additional script components. Agent (1) – Agent (9) are the additional agents. See images below. The Random Start script simply randomizes the agent’s

starting position anywhere on the ground plane. The Follow the Leader script is a steering behavior that basically seeks the “Agent” game object (the first agent). Note that all of these extra agents are turned off, or hidden. To turn them on, select one of the agents in the SampleScene menu, and click the box shown in the 3rd image below. There should be a checkmark there, as shown in the 3rd image below.



- 6) The main camera game object holds a field of view of 90. A slider is there if you feel that it is too zoomed out.
- 7) Notes: By default, object collision is on, so agents/targets can hit or collide with each other.