Cosmic Raiders Honors Thesis

EnemySight.cs
CalculatePathLength

- - - - - - - - - - - -

Path.corners

Vector3.Distance
(allWayPoints[0],
allWayPoints[1])

NavMeshPath

1

0
2

0
3

I

4 0

TargetPos

EnemyPos 0

allWayPoints =
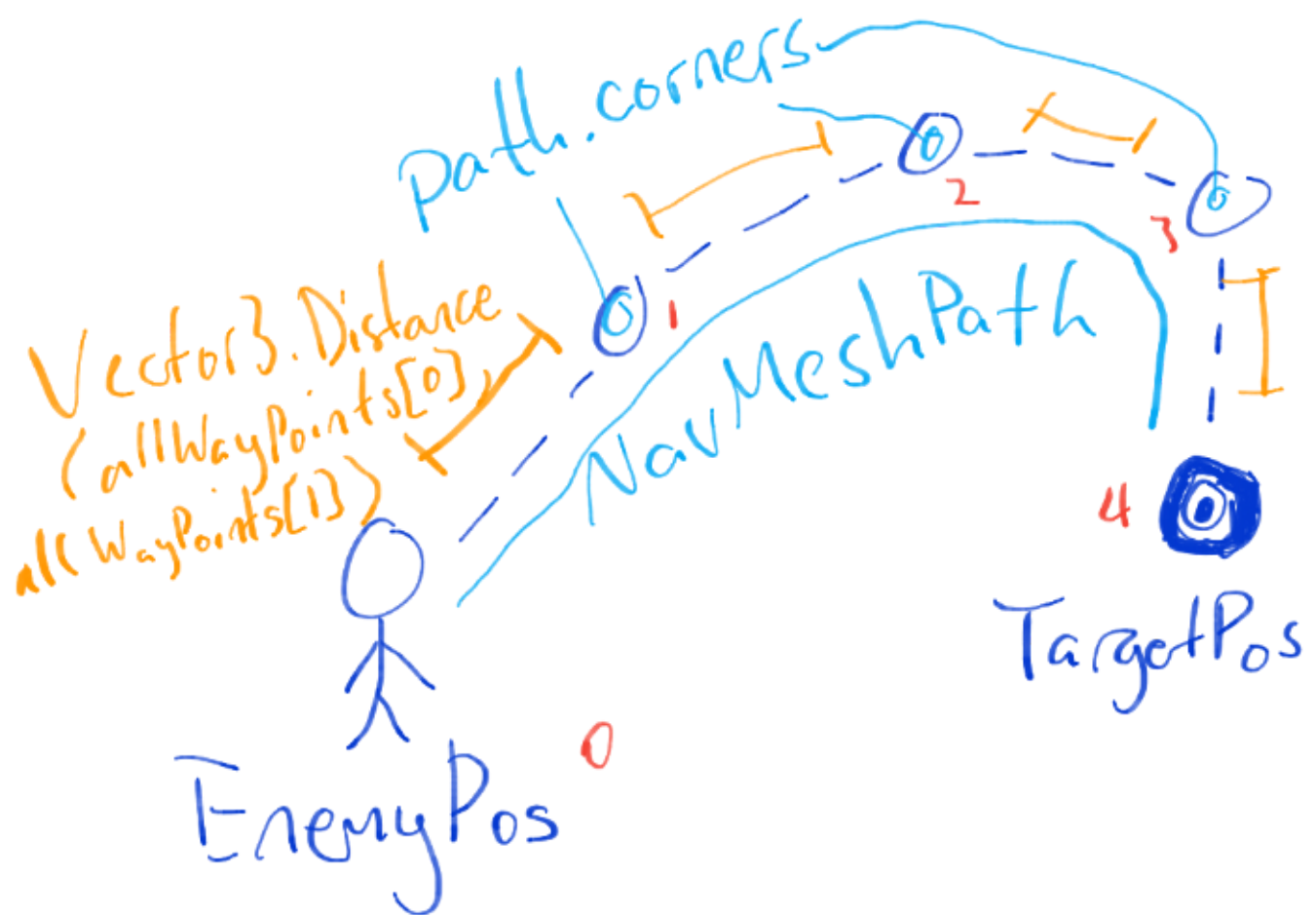
allWayPoints = -

[🧍 , 0 , 0 , 0 , 🎯]
  EnemyPos   TargetPos

$$Pathlength = \sum_{i=0}^{allWayPoints.length-1} Vector3.Distance(allWayPoints[i], allWayPoints[i+1])$$