An introduction to Adverserial Bot Development

title: "Planning Unity3D Bot trajectories"

excerpt: "How to plan simple trajectories for videogame bots."

<https://github.com/AlphaPilotFrance/adversaryBots>

* The actual drone model that looks as such.
* The Drone behaviour in <https://github.com/AlphaPilotFrance/adversaryBots/blob/master/Assets/cc.cs>
* The path consists of waypoints (nodes generated from a list of positions and a straight line path in <https://github.com/AlphaPilotFrance/adversaryBots/blob/master/Assets/droneetnodes.cs>







