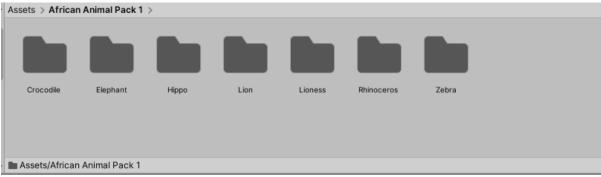Adding animals in game by using assets of African Animal Pack and apply random movement
function on it

Code:

```csharp
using UnityEngine;
using System.Collections;

 [RequireComponent(typeof(CharacterController))]
public class Wander : MonoBehaviour
{
        public float speed = 5;
        public float directionChangeInterval = 1;
        public float maxHeadingChange = 30;

        CharacterController controller;
        float heading;
        Vector3 targetRotation;

        void Awake ()
        {
                controller = GetComponent<CharacterController>();

                // Set random initial rotation
                heading = Random.Range(0, 360);
                transform.eulerAngles = new Vector3(0, heading, 0);
```

```csharp
            StartCoroutine(NewHeading());
        }

        void Update ()
        {
            transform.eulerAngles = Vector3.Slerp(transform.eulerAngles,
targetRotation, Time.deltaTime * directionChangeInterval);
            var forward = transform.TransformDirection(Vector3.forward);
            controller.SimpleMove(forward * speed);
        }

        IEnumerator NewHeading ()
        {
            while (true) {
                NewHeadingRoutine();
                yield return new
WaitForSeconds(directionChangeInterval);
            }
        }

        /// <summary>
        /// Calculates a new direction to move towards.
        /// </summary>
        void NewHeadingRoutine ()
        {
            var floor = Mathf.Clamp(heading - maxHeadingChange, 0, 360);
            var ceil  = Mathf.Clamp(heading + maxHeadingChange, 0, 360);
            heading = Random.Range(floor, ceil);
            targetRotation = new Vector3(0, heading, 0);
        }
}
```