HI,
Benny here. This project is based on tactical grid-based movement on a 10X10 grid.

Objectives:
1. Generate a 10X10 grid made of cubes. When the mouse hovers over the grid, the position is displayed.
2. Create a Unity tool that has a 10X10 toggleable grid representing the grid to create obstacles. Toggled buttons represent obstacles on the grid.
3. Write a Pathfinding algorithm to move the player to any cube in the grid and avoid any obstacles in its path.
4. Generate enemy units that follow the player using the same pathfinding algorithm. The enemy units should move to the player only when the player has moved and then stay put until the player moves again.

Any assets can be used in the project.

Note:
1. When enemy units are moving and find another enemy unit in its path, it stops moving. This is to avoid the enemy units to move to one single spot but instead queue.
2. The enemy units move according to their index (0, 1, 2, 3...). The grid generator keeps them in a list. It resorts them according to their distance from the player so the first index is the closes one to the player regardless of any obstacle around. This way, the closest one to the player moves first. This is to avoid most of the enemy units being blocked by others.
3. Enemy movement is sequential. Each enemy unit moves when the one with the lower index has moved.
4. Input is disabled until all movement (both player and enemy units) is done.
5. The environment and player and enemy models are assets from unity asset store.