

B1- UNITY NAVIGATION AND ANIMATION

The navigation controls for the project are as follows.

- The player can select the agent by holding down the left mouse button and then dragging it across the screen to select the agents.
- To move the agent towards the destination, the right mouse button can be clicked.
- The obstacles are selected using the center mouse button and then the Arrow or WSAD keys can be used to move them. They are colored red and effectively form a maze.
- The bridge is a bottleneck for the agents. The obstacles also form an effective bottleneck when placed in proper ways.
- The offmesh links generated are when the agents climb up the stairs and then fall through the hole in the roof.
- Carving option includes navmesh obstacles into the navigational mesh and makes sure that objects do not collide with them when they traverse through that path. But one drawback involved is the need to constantly recompute the navigation mesh. A non-carved path simply allows them to pass through it.
- Without carving, one way would be to add social forces to the agent which would make sure that the agent does not collide with the obstacles.

Note: Please hit go full screen to enable right click when playing.

The animation controls for the project are as follows

- WSAD or Arrow moves the character.
- L.Shift acts as Run modifier.
- Space is used to Jump.
- L.Ctrl for Slide.
- L. Mouse Button is for damage.
- Mouse can be used to navigate the character and move the camera.

The link to the blog is as follows: <http://cgfall15.blogspot.com/>

Link to Git repository: <https://github.com/CG-F15-21-Rutgers/UnityProjects>

