


CANDICE AI FOR GAMES

VERSION 2.0

 Somewhat Important

 Very Important to Know



CANDICE AI FOR GAMES FREE

Document Version: 2.0

Released: 2023-01-16

Comments:

i This is a major release of Candice AI; with almost every aspect of its makeup, functioning and implementation-time significantly improved.

Candice AI For Games Free will be moving towards a **complete game development and entertainment production AI** built for Unity, with support for other Realtime environments and game development tools added in future versions.

Despite these improvements, Candice AI is not a miracle AI, nor a one-glove-fits-all system, so it still takes a bit of time and dedication to use and understand.

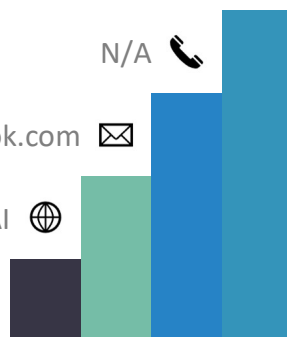
We appreciate any ratings, likes or favorites in the Unity Asset Store.

N/A 

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Introduction

Thank you for downloading this plugin for Unity.

Candice AI for Games is evolving into a powerful development tool that controls all aspects of your video game AI, Animations & other game ready components to help you build a user-playable scene within hours.

These scenes then can be chained to build a complete game within reasonable timeframes, even as a solo dev.

You can create intelligent AI that is suitable for role playing games, board games, racing games, FPS, action, tactics style games and more.

The asset also supports both 2D and 3D game building.

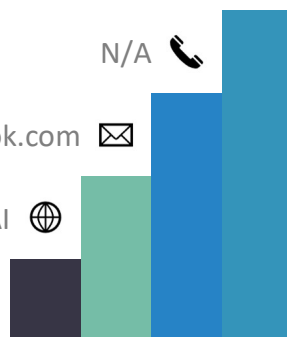
Candice AI [YouTube channel](#) for Training and Trailers.

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How to Use

Anyone looking to make a game should come to the table with these basic minimum things:

1. An idea and general concept for your game (it helps if you have a vivid imagination)
2. A sufficient list of assets: free or paid or both, you plan to use for your game.

3 approaches to using Candice AI:

1. You don't have anything, and you just want to see a working system with Candice AI implemented:

[Play the Demo scenes.](#)

2. You have your idea and your list of assets.

Use our Scene Templates. (Or the Candice Scene Builder, see below).

3. You have everything and you already have started or already have a Candice AI implementation from previous versions.

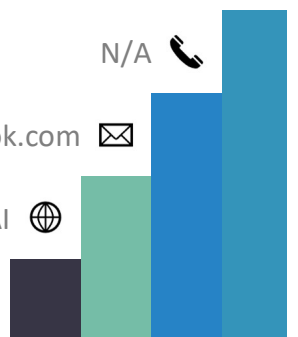
Use the prefabs.

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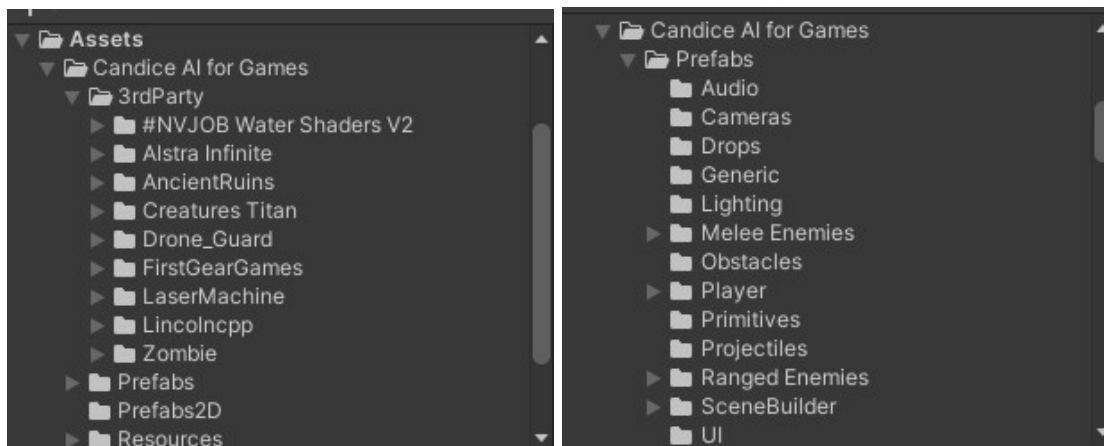
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The Candice AI for Games Folder

The Candice AI for Games Folder in your project has increased in size significantly, and now brings some: Models, materials, textures, music, vsfx (this is audio and video special effects), more prefabs, everything from terrain and environment to camera, full agent setups of different types etc. that you can use to drag and drop in your scene. All these assets are free and can be downloaded for free on the Unity Asset Store.



i We have prepared a Public Unity Asset Store list that we will maintain with these assets for you since we use these excellent assets in our own projects.

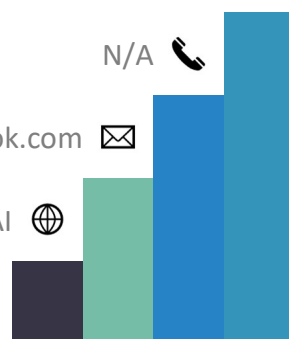
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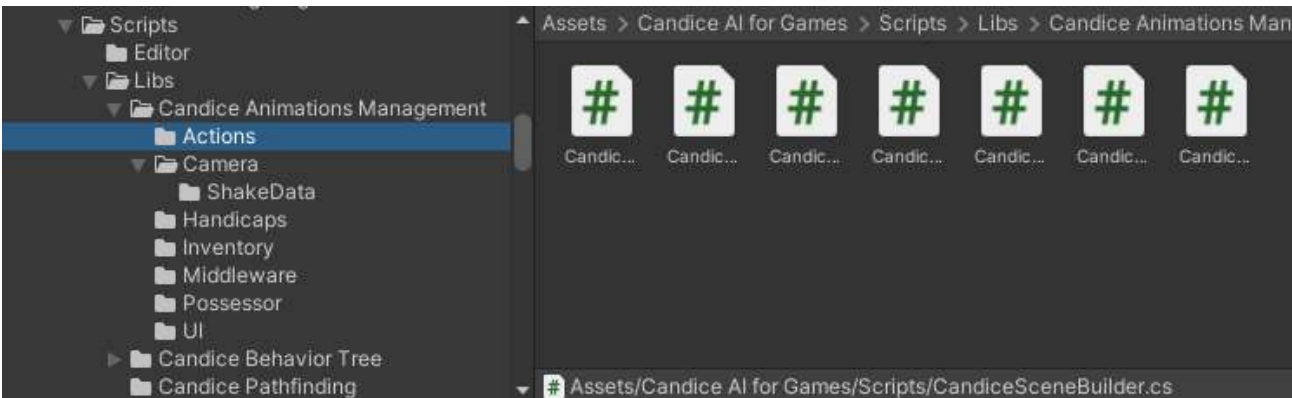
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Animations Management Library

The Candice AI Animations Management Library provides a set of types organized into Actions, also known as method delegates in C#, which facilitate animation triggering and timing, as well as blends various animation process elements: like camera shake, ui updates, audio and so on, into Candice AI and takes care of the complexity of setting these up in-scene (automates a lot of the steps).



i See Candice AI API document on GitHub for details.

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Candice Scene Builder Experimental Prototype

The Scene Builder is a new Candice AI Component that allows you to: neatly organize via arrays all your in-scene parent Game Objects, and then, destroy, spawn, and respawn them at runtime. Currently, a Reset button has been provided in the Demo 3D Scene which clears, then re-instantiates all the scene GameObjects. Use this in Windowed Mode Play in Unity, to drag and drop different prefabs in Scene Builder, and prototype your scenes in minutes while you play.



i Candice AI also uses the scene builder Prefab to trigger the next scene via terrain level triggers or cataclysm triggers. Take a look at the scene builder prefab.

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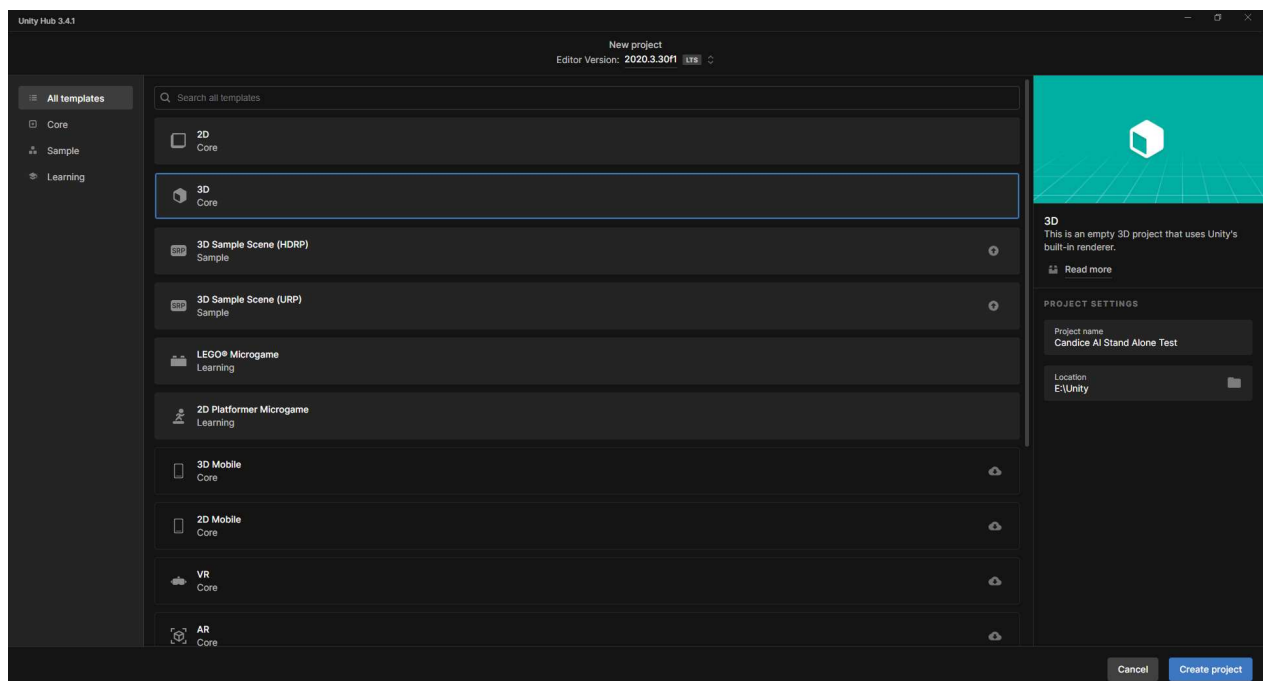




Build in 3D

Candice AI has always been a 3D creation tool to implement Game AI in Unity. To further this commitment, Candice AI for Games is going to provide game ready assets moving forward, that allow you to build the games of your imagination, even if you are a solo dev. So, here's how to build a scene with Candice AI:

1. Create or load project

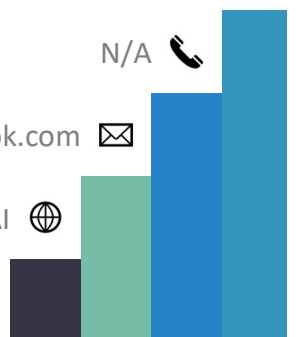


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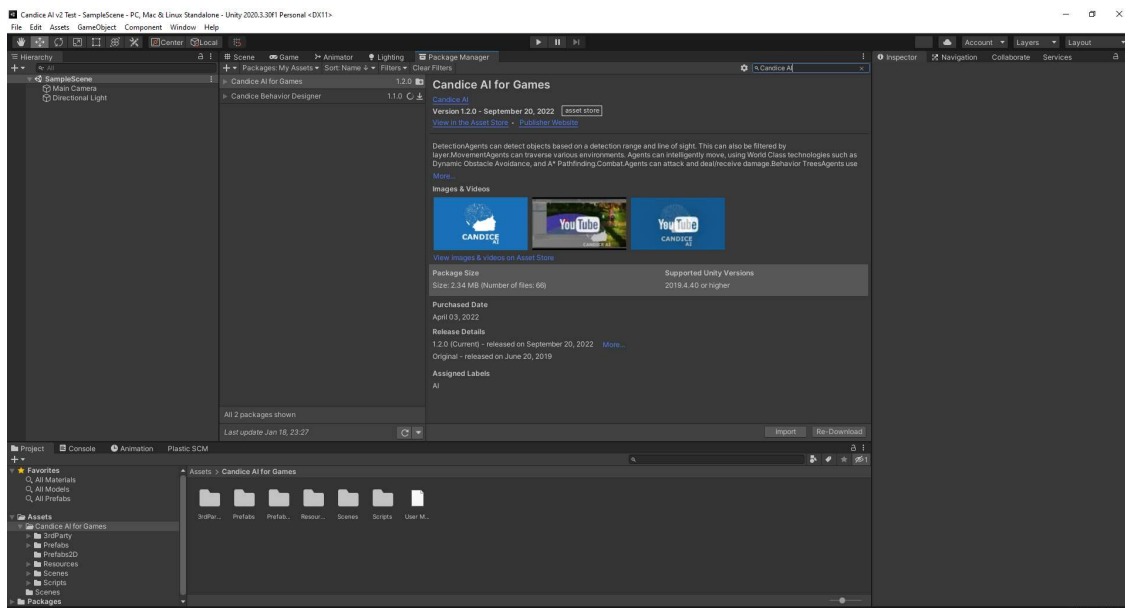
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2. Download Candice AI for Games from the Unity Asset Store if you haven't already. Do this via My Assets (You must add Candice AI on the Unity Asset Store to your Assets First. And then set the Repository to My Assets in the Package Manager).



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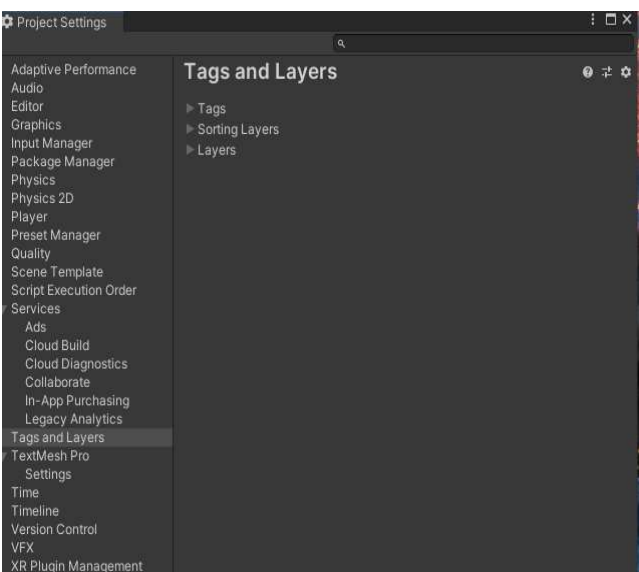


3. Before You Build with Candice AI v2

First, to use Candice AI properly in Unity, you must add the following tags & Layers to your Tag & Layer Manager in your Project Settings:

a. Tags	
CandiceGrid	
CandiceTile	
CandiceVSFX	
CandiceEnvironment	
CandiceShockwaveCollider	
Candice Agent	
Projectile	
Player	
PlayerHealthBar	
AgentHealthBar	
Enemy	
Weapon	
Terrain	
Ground	
KillCam	
MainCamera	
Waypoint	
b. Layers	
Obstacle	

Edit	Assets	GameObject	Component	Tools
Undo Selection Change				Ctrl+Z
Redo				Ctrl+Y
Select All				Ctrl+A
Deselect All				Shift+D
Select Children				Shift+C
Select Prefab Root				Ctrl+Shift+R
Invert Selection				Ctrl+I
Cut				Ctrl+X
Copy				Ctrl+C
Paste				Ctrl+V
Paste As Child				Ctrl+Shift+V
Duplicate				Ctrl+D
Rename				
Delete				
Frame Selected				F
Lock View to Selected				Shift+F
Find				Ctrl+F
Play				Ctrl+P
Pause				Ctrl+Shift+P
Step				Ctrl+Alt+P
Sign in...				
Sign out				
Selection				>
Project Settings...				
Preferences...				
Shortcuts...				
Clear All PlayerPrefs				
Visual Effects				>
Render Pipeline				>
Graphics Tier				>
Grid and Snap Settings...				



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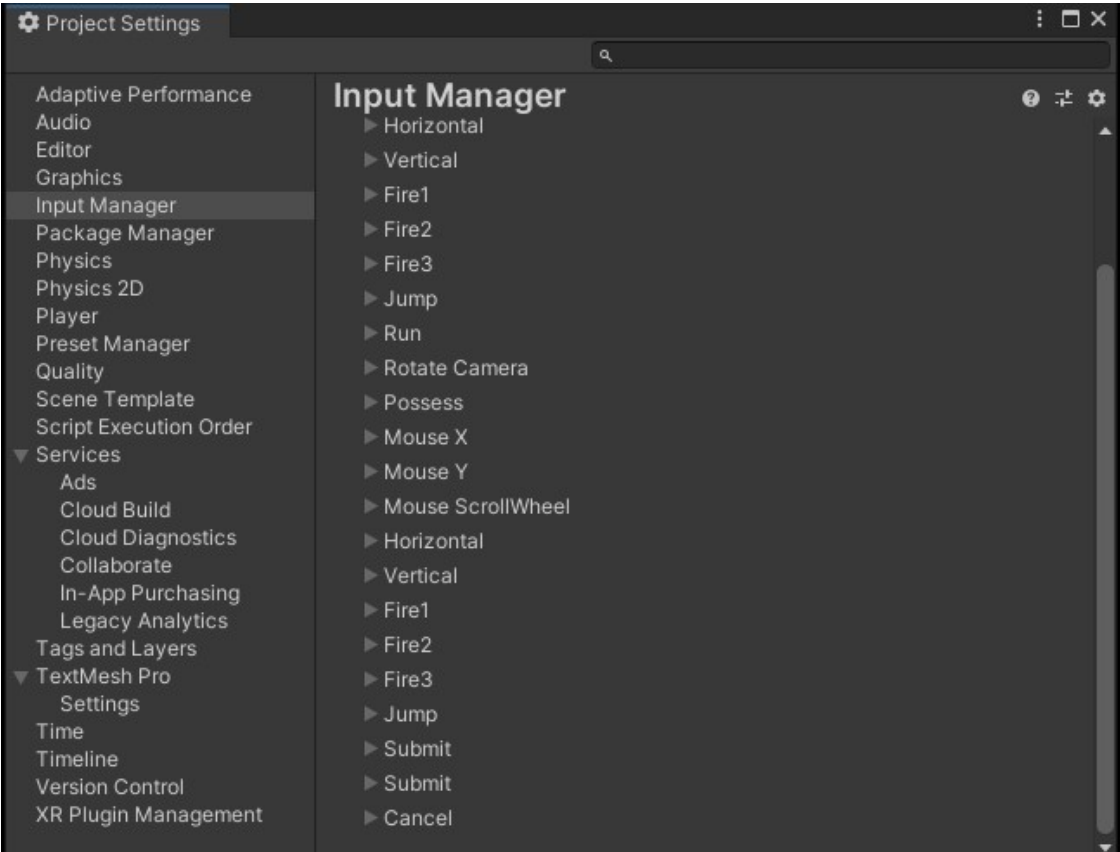
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4. User Input

Please have the following user inputs mapped using the standard Unity Input Manager: Jump, Run, Rotate Camera, Possess to whatever keypress you like.

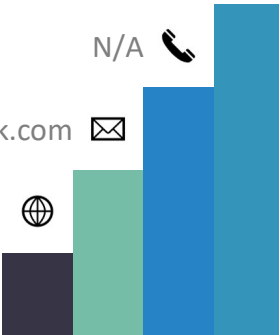


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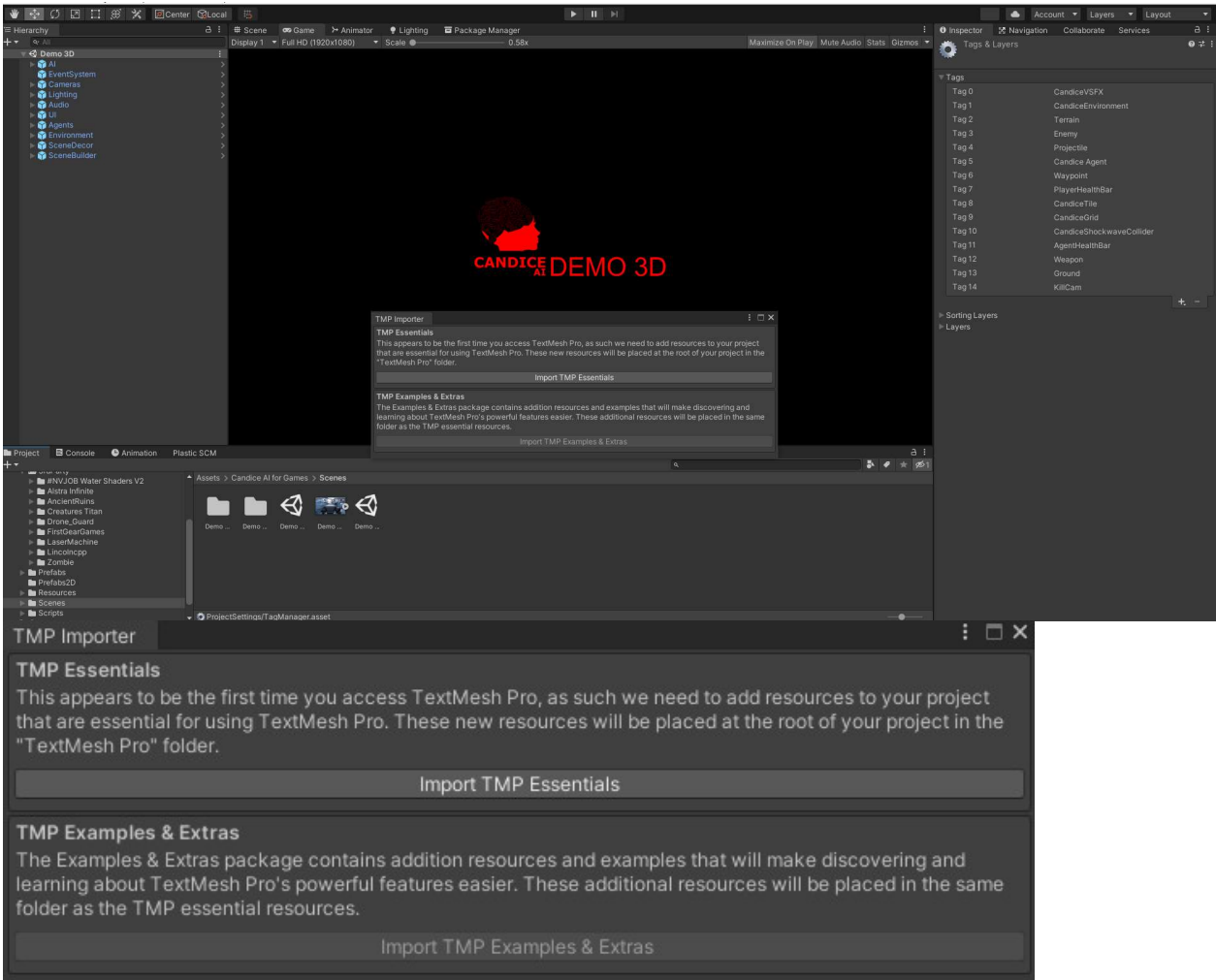
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5. Open & Play The Demo 3D Scene



You will be prompted to Download the free TextMeshPro Package dependency. Please do so as we use it for advanced Text rendering features in CandiceAI.

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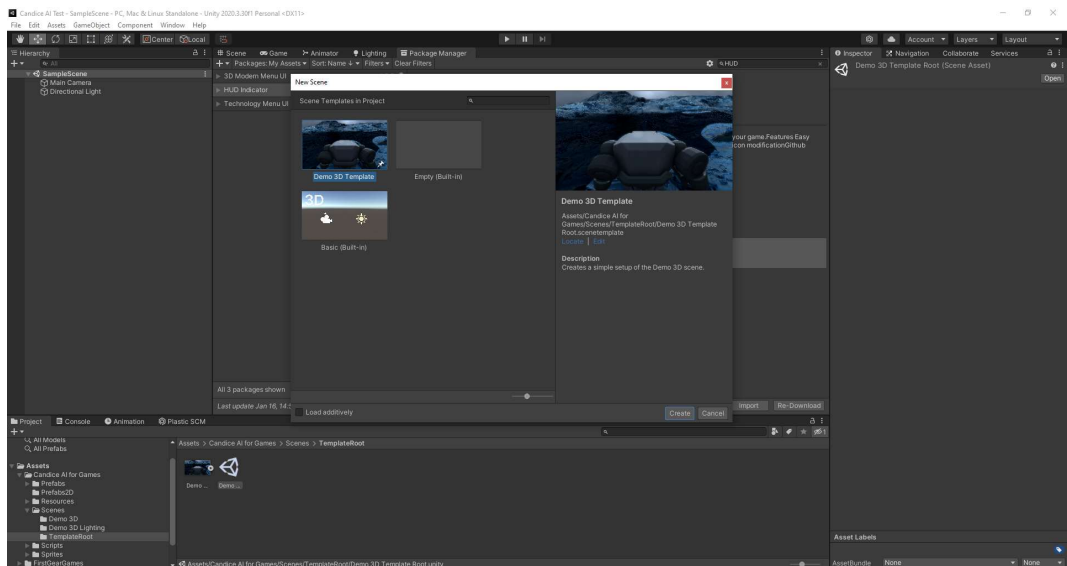




The Demo 3D scene is a complete scene with a high degree of polish. It comes with Intro, outro, UI, all agents fully setup with spawners, Dynamic Camera, Audio setup and so on.

It is intended to showcase, what you can achieve, for free, with CandiceAI. And is also intended to give you the ability to create such scenes quickly and without bugs.

- 6. Create a new scene from the Demo 3D Template or Open one of your existing scenes. We also provide videos on our YouTube Channel on how to accomplish most of the Scene Building.



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2D

Candice AI supports a basic top-down 2D setup for your game currently. However, the next release of Candice AI 2.0 later in 2023 will include a 2D Animations Library like the 3D addition, which will add side-scroll and parallax support as well. Note that the 2D version of Candice AI is being built in separate files, so it will be capable of operating outside the 3D master classes. You may see files in the CandiceAI Script folder that are CandiceAIController2D and CandiceCombatModule2D and so on. These are still in development.

Improvements

There have been several major improvements to Agent Detection, Obstacle Detection, The Default BehaviourMono Script and Pathfinding in Candice AI since its previous 1... version releases. Please join us on our Discord Channel at Candice AI For Games, or check out our GitHub for documentation on what and where improvements have been made.

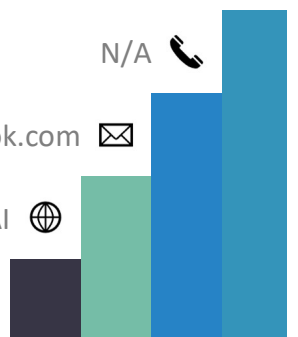
[GitHub - Candice-AI/Candice-AI-for-Games-Unity](https://github.com/Candice-AI/Candice-AI-for-Games-Unity)

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