3D Game Basic – Final Term

Group 9 – Turn Around

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Responsible of the Robot AI

Une image contenant ciel, transport, aéronef

Description générée automatiquement

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# Task 1: Creation of the NavMeshAgent

Une image contenant texte, capture d’écran, moniteur

Description générée automatiquement

Pretty easy, after that I needed to make him move toward the player.

Une image contenant texte

Description générée automatiquement

Same no real difficulty.

# Task2 : RayCast to order the robot

Une image contenant texte

Description générée automatiquement

A bit difficult first to understand how raycast works but it was finie.

Une image contenant texte, équipement électronique

Description générée automatiquement

But Raycast doesn’t work on NavMeshAgent so I needed to add a Sphere Collider on Robot.

# Task 3: Robot Canvas



The only tricky part was to activate it when the raycast touch the robot.

Une image contenant texte

Description générée automatiquement

# Task 4: Make the robot fall

The trickiest part of my assignation. NavMeshAgent aren’t affected by gravity, so I needed to add a rigidbody. Rigidbody and NavMeshAgent doesn’t work well together. So, to make him fall, I needed to disable the NavMeshAgent and reactivated the rigidbody.

Une image contenant texte

Description générée automatiquement

# Task 5: Respawn robot

Dismantle and reassemble the robot.

Une image contenant texte

Description générée automatiquement

Just a spawner.

# Task 6: Platform Activation with Particle system

Une image contenant câble, bleu, clair

Description générée automatiquement

It will make the platform change color when the robot walk on it.

Une image contenant bleu, clair, très coloré, ensoleillé

Description générée automatiquement

# Task 7: Where can we find the robot ?

I forgot where I download it so I will just put the inside of the license file.

3ds max 2016 - 2017 - 2018 - 2019

fbx - 3ds - obj export

5 piece 1920x1080 render

1 piece wireframe render

vray next

15168 poly

15454 verts

# Task8: Robot Sound

There’s sound on the robot for the different action: Spawning, Falling, Explosion and Clear the level.

# Conclusion

Overall, it’s my first time I made the IA of a project, it was a bit hard at the start to understand how NavMesh really works and how it is when used with rigidbody. Particle is always fun to use and play around. I’m happy of the works done on my little robot.  
I have no regret of what was done.

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