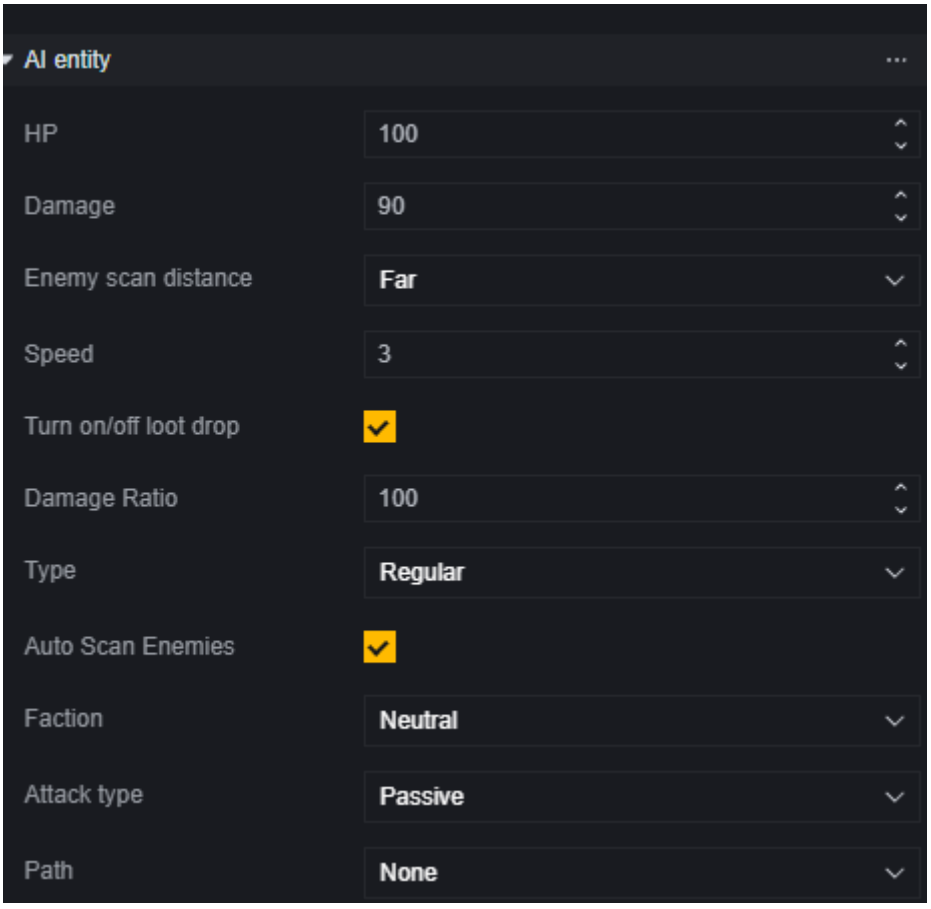
AI Zombie - User's Manual

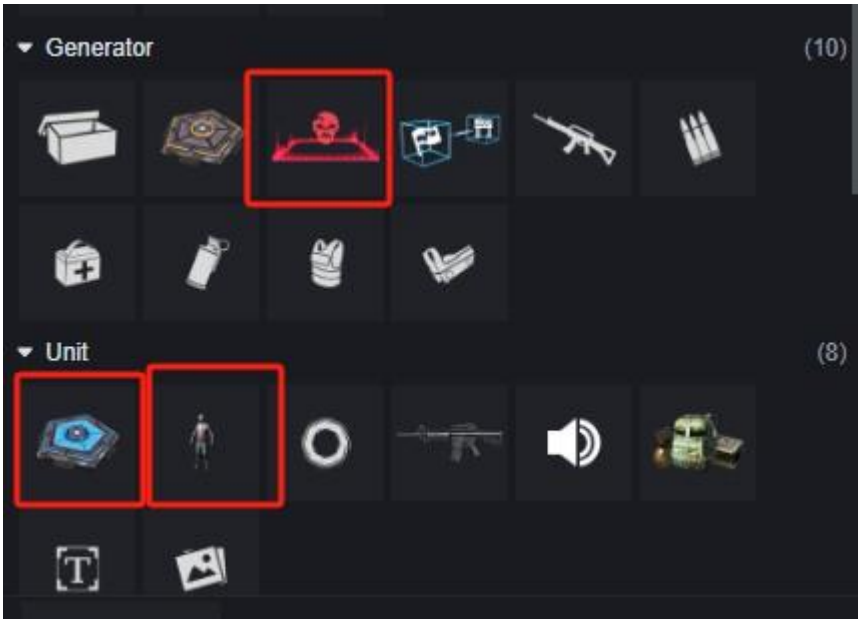
Strictly speaking, an AI is an AI entity component, and if other functional components are the same, mounted on any entity that entity will be an AI unit.

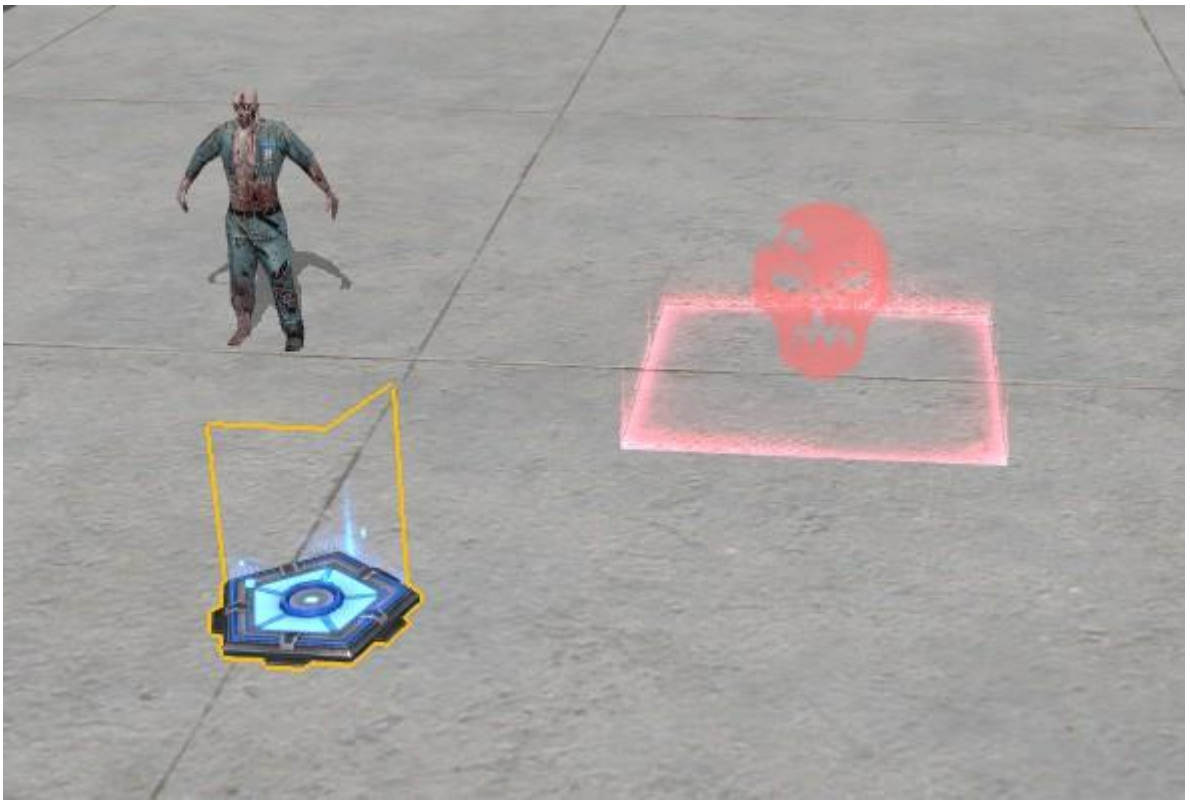


But currently AI entities are only mounted on zombie entities and are not customizable to be mounted or not. So this post will introduce AI from the perspective of how to configure and control zombies.

Configuring AI Zombies

You can configure individual zombies via units, generate and configure zombies periodically via the zombie generator, or generate set zombie templates in bulk via the unit generator.

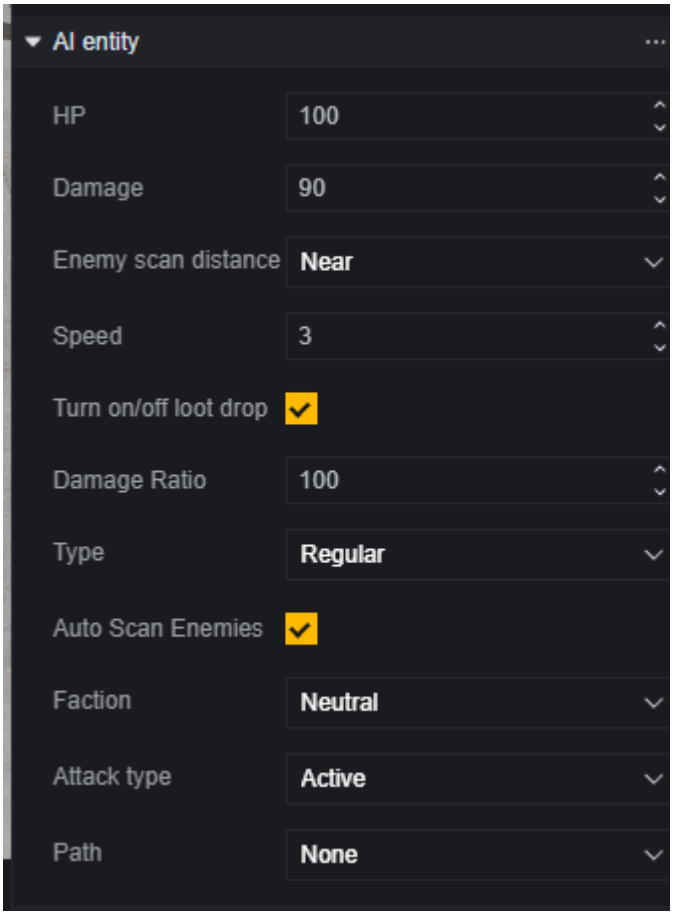




For generators and zombies, they both have configurable zombie properties. And for generators have some additional configuration about how to generate zombies.

Unit Zombie Configuration

These entries also appear in the Zombie Generator at the same time.



Blood: the blood level of the AI zombie.

Attack Damage: base attack damage. Skill damage is calculated separately and is not affected by this configuration.

Claimed Enemy Range: the base range at which the AI zombie detects enemies. Any bonuses will be modified from this base value. **Movement Speed**: Base movement speed. Any bonuses will be modified from this base value.

Whether or not to enable loot drops: whether or not to drop loot after being killed. Loot drop types are not configurable.

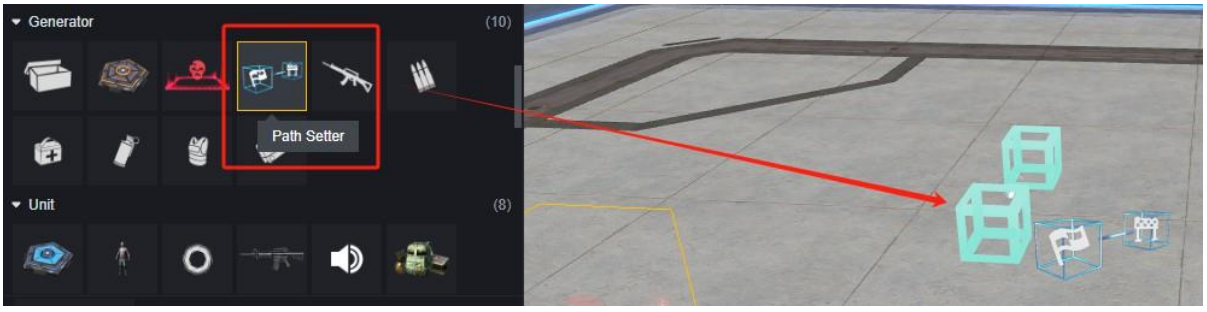
Injury Multiplier: percentage of damage taken, ranging from 10-10,000, with a minimum of 10 representing taking only 10% of the original damage when taking damage.**Type**: the AI type. Also known as the type of zombie.

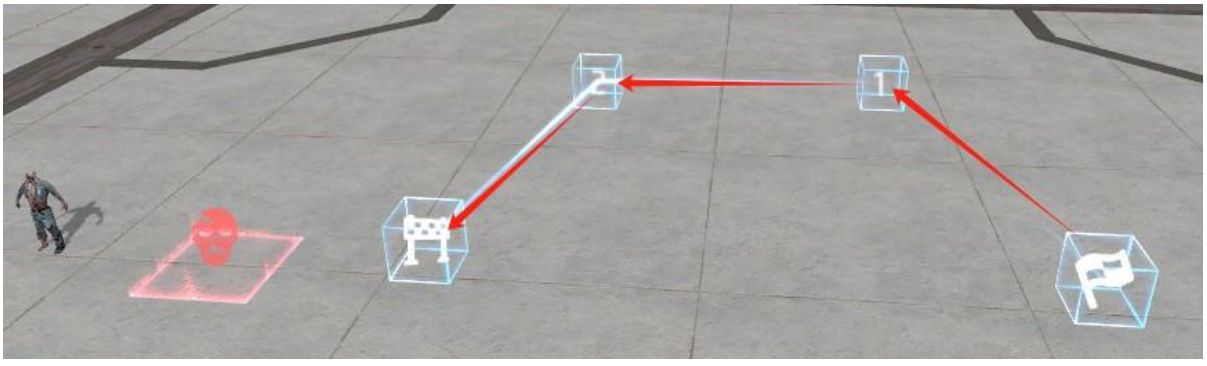
Auto Solicit: Whether or not to automatically detect enemies within the soliciting range. **Camp**: The camp of the AI zombie.

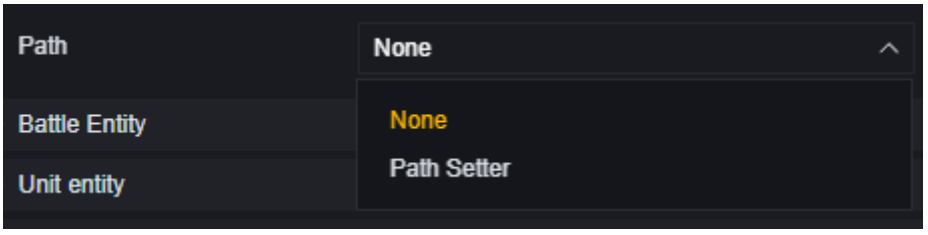
Attack Mode: Active Attack: actively attacks detected enemies. Passive Attack: Attacks enemies only when attacked. No Attack: will not attack. +

> For those zombies with skills, they don't necessarily follow a strict claim and attack configuration, but will always go for ranged enemies with their skills.
>
> The boss types of zombies are all self-skilled: Butcher, Mr. V, Samurai.

Path of Travel: The default path of travel, used in conjunction with Path Points. Use the Path Point object to set up a path of travel in the scene:

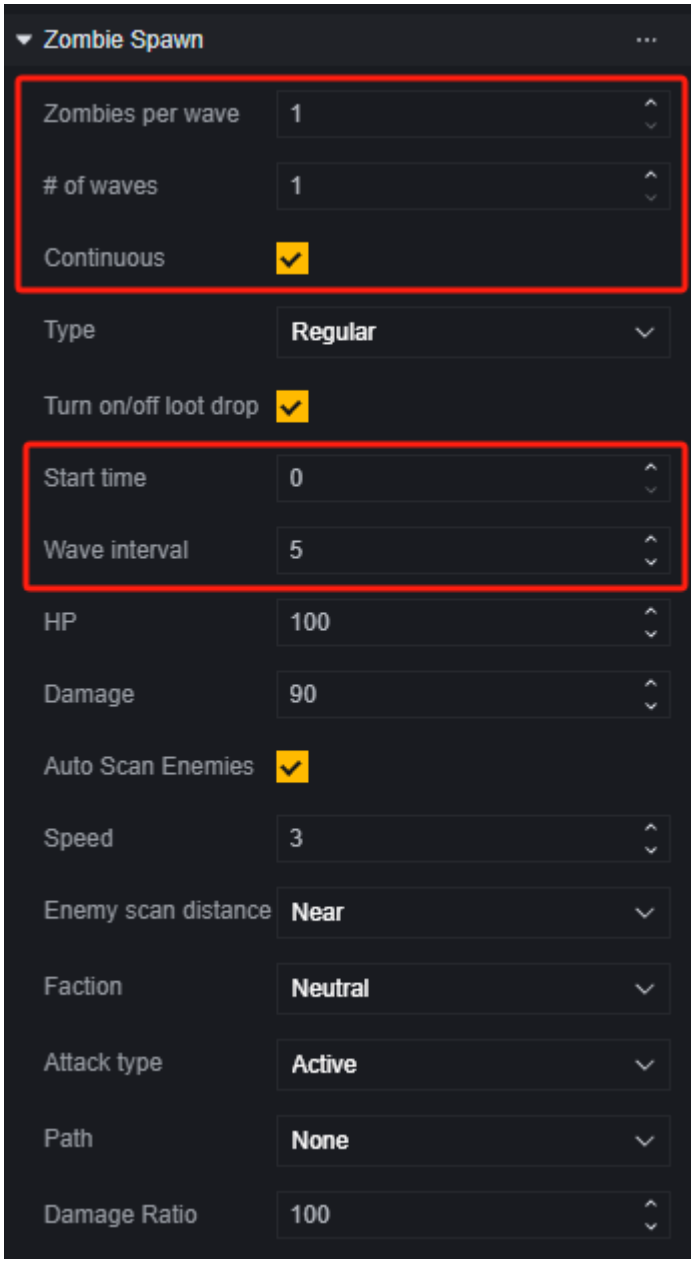






Once you have set the path, you can select the corresponding path in the configuration of the AI zombie.

Configurations specific to the zombie generator



Number of zombies per wave: the number of zombies that spawn each time.

Generate Waves: When generating non-continuously, how many waves of zombies will be generated per turn.

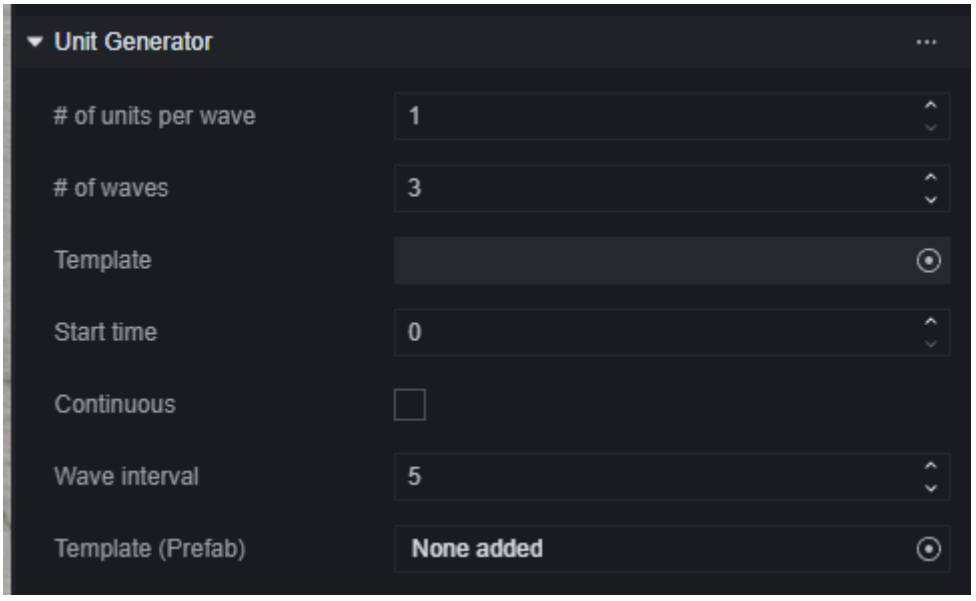
Continuous: Generate zombies continuously, ignoring the number of waves setting.

Start Spawn Time: How long after the start of the turn to start spawning the first wave of zombies, in seconds.

Interval time per wave: the length of time in seconds between every two waves of generated zombies.

> Zombies generated by the generator will all be destroyed at the start of the next turn and do not generate a drop.

Configuration of the unit generator



Number of units generated per wave: how many configured units are generated per wave. **Wave**: how many waves are generated in total.

Template: selects the generated unit template from the scene. Mutually exclusive with Template (Prefab). **Start generating time**: how soon after the game starts to start generating the first wave of units, in seconds. **Continuous**: when checked, ignores wave configuration and continuously generates units for each wave.

Interval per wave: the interval in seconds between every two wave generation units.

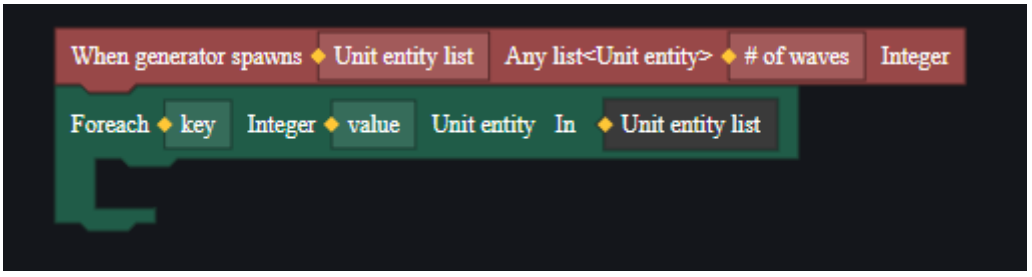
Template (Prefab): selects the units to be generated from the Prefab. Mutually exclusive with Template.

Controlling AI zombies via tuples

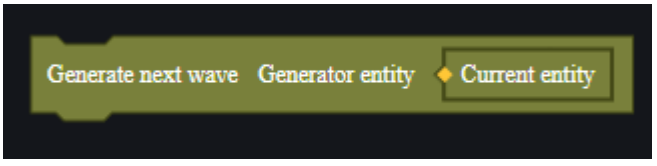
After statically configuring the AI zombie or its generator in the scenario, it is also possible to control them during gameplay via scripts. The main focus here is on graphical scripts, code scripts can do the same using the APIs and events corresponding to graphical scripts.

generator operation

Not limited to AI zombies, the generator API and events can operate on all generators.



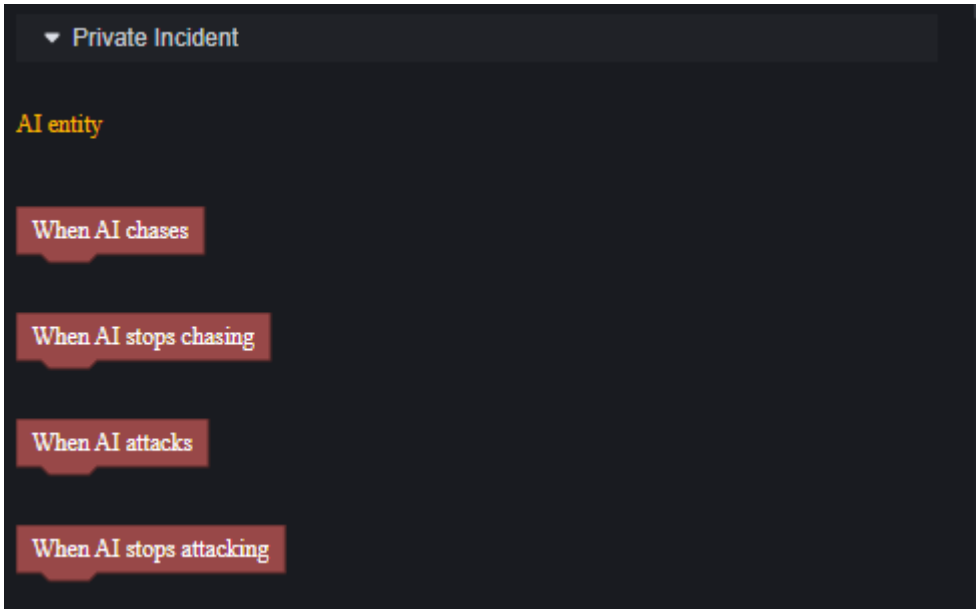
> Using this combination you can take the unit entities generated by the generator per wave



AI Zombie Operation

In addition to AI entities, zombies are also combat entities, targetable entities, entities, and more.

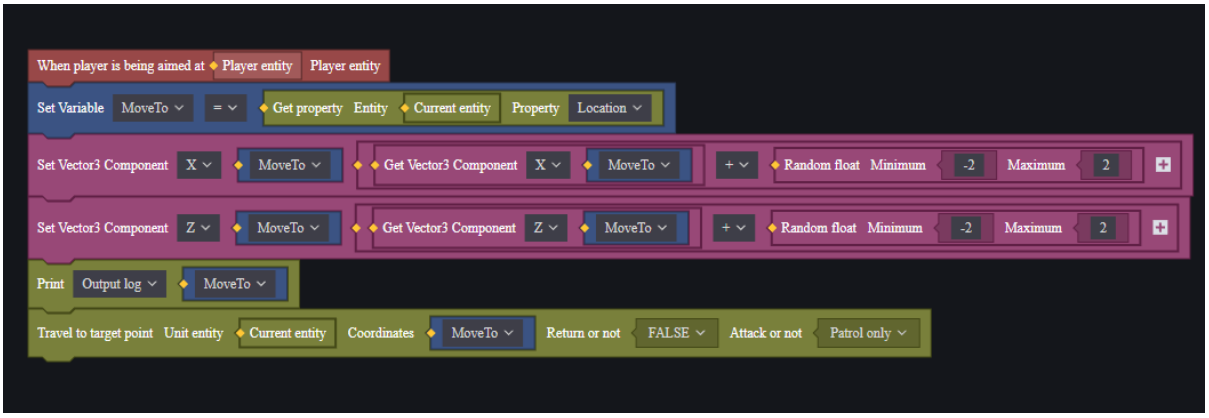
Using the corresponding events you can monitor the corresponding behavior of the AI zombie, and using the API you can control the AI zombie to perform actions.



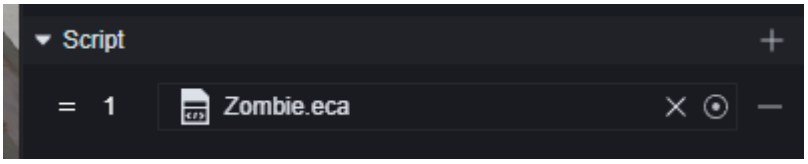
> Events for AI entities

typical example

A simple example of how to control an AI zombie using a graphical script. Assume the requirement is that the zombie dodges whenever the player aims at it.



Mount this script on the zombie entity.



You can realize that the zombies will move horizontally and randomly when they are targeted.