DAC619

## Lab : World interfacing

1. World interfacing: A mutant zombie can both hear and see the player using collision detection. Hearing is implemented with a collision sphere which triggers a collision event, when this event is triggered the AI checks to see if it actually can hear the player using values to represent the monsters hearing and the amount of noise the player is making. Vision is implemented with a cone collider augmented by the use of raycasting, which is used to check if line of sight of the player exists.  
   The code for these senses can be found in the ‘EnemyHearing’ and ‘EnemySights’ scripts, have a look at the code and try to understand it.  
   Given this scenario and code, think about how you might implement smell, if the player was very smelly, how would this influence your solution? If you have time, implement your solution in the provided level.

For the aroma of entities within the game, have suitable entities produce ‘scent’ tokens every X seconds (where X is a variable value), that if are potent enough, will be detected by the AI Character (given a certain detection range from themselves).

This concept works to an extent, but I think I will have to test out which levels are best, for proper detection via aromas, produced by entities in the game.