===== Introduction to rain =====

RAIN is an incredible Artificial Intelligence system that helps Unity developers, designers, and artists add intelligent interactive characters to their games. It combines all aspects of developing AI in Games and Interactive media into a seamless design experience. RAIN is the most utilized AI Engine for Unity, with a growing community nearing 100,000 RAIN developers.

The major functionality of RAIN is divided into 3 main parts:

- RAIN provides tools for building individual Characters, self-directed personalities that produce motion and action based on internal state and reasoning.
- RAIN also provides tools for altering the Environment (props, scenes, aspects) so that the AI can understand the world in which it exists.
- In addition, RAIN supports developer extensions for supplementing or overriding built in functionality.

===== Resources and Documentation =====

Within RAIN you will find tool-tips and integrated help for quick access to information you are looking for.

To find all of the resources available, visit the Community page on our website. This is the hub for all tutorials, forums, answers, API, Wiki, and sample projects.

Getting Started section of the Wiki documentation: This is a guide for anyone new to RAIN. It addresses the RAIN workflow in Unity, the User Interface, and How-to guides.

Thank you for downloading!

- The Rival Theory Team

If you have any questions or comments please visit our forums.