AI & Games - TP1 03/03/2022

Part 1 - Questions

6.6. I see when I click « play » that the cat is moving towards the robot.

7. In order to improve the overall experience I would recommend :
- Animate the cat moving.
- Animate the robot receiving the cat.
- Use a better camera placement.

7.2.3 I would see, if I had the right model, the cat being animated while it's moving.

7.3 The parameter speed reduced would produce better results if we seek realism.

Part 2 - Questions

1.4 The cat pass through the cube ignoring it.
1.7 The cat collides with the cube and doesn't go through it, however the pathfinding isn't ideal.
1.10 The baking added the cube to the non walkable area.
1.12 The cat seems to adapt its path once the baking is done again for ne obstacles.
2.6 The cat seems to always take in account the water surface in my case. (I don't quite understand the bake utils UI that being said)