



## AI – Assignment

### Intro

In order to complete the assignment, the character “Kim” will have to navigate to the finish line, specifically in the scenes – Level1, Level2, Level3. Kim is powered by AI, that you will have to create!

To get started - download the “AI\_BaseGame” unity project on omniway. Once inside there is a script called “Kim.cs”, This is where you implement your ai.

Note: You should not change the code base. But you can use it! Fetch tiles from the Grid singleton for example.

### G :

- Kim navigates to finish line using Dijkstra's algorithm
- Kim can avoid zombies
- Kim uses either State machine or Behavior tree

### VG :

- Kim navigates to finish line using A\*
- Kim can avoid zombies
- Kim can go towards burgers
- Kim uses behavior tree

### Handing in

To hand in : Submit a unity project in a zipped folder to omniway. Remember to remove the “Library” folder inside the unity project.

