

Basic A.I Controller

User Manual

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VIRIDAX
GAME STUDIOS

Getting Started.

Before you begin using the A.I controller script, make sure you have done the following first:

1. Ensure you have animations for Idle, Running (and/or walking), receiving damage and attacking. Idle should be the default animation state.
2. Set the triggers and Boolean conditions accordingly:
 - a. You can use the conditions in the script or use your own.
 - b. If you use your own conditions, you will have to change them in the script as well (where it says `anim.SetBool()` and `anim.SetTrigger()`).

Adding the Controller

In order to add the controller, go to the menu, click on Window/Viridax Game Studios > AI > AI Controller. Alternatively, you can drag the script onto any Game Object you want.

If you added the script from the menu, then it will automatically add the “Player” tag to the list of enemy tags. Note: The default reaction is to attack. If you added the script manually, you will have to do this manually from the inspector or in code.

If you need to add more tags, you can do so in the inspector or in the script.

The Editor and SceneView

Basic A.I Controller also has powerful editor and SceneView controls. You can adjust the properties including attack range and detection radius right from the SceneView. You can also adjust all other properties, like enemy tags, move speed and more from the inspector. There's no need to touch the script if you don't want to.

Thank you for using this AI controller. We plan on releasing epic updates in the near future so stay updated! 😊