

Agent Behaviour

Add the script **PlayerController.cs** to the object that you want to move around the map when you click. Then select all the sections of your game that you want to be walkable and go to **windows – AI – Navigation** then go to object and make them walkable. Then adjust the camera so that you can see the whole of the map and player the angle can be however you like it. Give your player an **NavMeshAgent** and adjust the settings to how you like.

Go to the script and drag in what it is asking for. If you click on the circle inside the boxes it should come up with the assets that are allowed to be selected as well.

Once this is completed press the **play button** and click on somewhere on the map and the player should travel to where you clicked.

Example scene

Included in this package is an example demonstrating how the Ai should behave.

- Drag player object
- Drag Walls and platform
- Create a nav mesh for the Map
- Apply Nav Mesh Agent to the character
- Apply script to player
- Drag Agent and camera to the script
- Run the game to test

The player should walk to where ever you click on the map avoiding the walls and turning around when you click behind them.