

## User Guide AI Chase Player Package

### Behaviours

- AI chases Player

The Package contains an Enemy script, this will allow the Enemy object to follow the Player at a certain range as well as moving around without bumping into obstacles. You will need to drag this script to the Enemy object. It is important to have the navigation Panel which can be found next to the inspector, if not, you can go to the windows click on AI which will lead to Navigation. In the section you will need to make sure the navigation is set to static.

Bake the scene, this creates a walkable path for the AI to move around in. Make sure to add the NavMeshAgent component to the Enemy object, this can adjust the speed, detection, etc. In the inspector you will need to identify the player, so in the Enemy script you will need to drag the player into the player field.

Limitations will occur if the player is absent in the player field which will mess up the enemy since it needs a player to follow around, it is important to insert the player object into the Player Field in the inspector. Make sure to set the Navigation to static so the around can be baked into a walkable object for the AI to move around.