**Patrol Script Instruction Manual**

To use this enemy patrol script in your game, your scene will require a NavMesh.

Once that is applied, add both the “Enemy” script and the “Ai Controller” script to your enemy and it will travel from waypoint to waypoint. You can add/remove waypoints in the enemy’s inspector under the Ai Controller script.

Graphical user interface, text, application

Description automatically generated

Create these waypoints as simple empty game objects in the hierarchy.

Graphical user interface, text, application, chat or text message

Description automatically generated

Also in the enemy’s inspector, under the Enemy script, you can adjust the enemy’s movement speed and seen range.

Graphical user interface, application

Description automatically generated

The seen range is how far away the enemy can “visually” detect the player, and the distance at which the enemy loses track of the player will default to 1.5x whatever the seen range is set to. Under “Ai Cont”, drag and drop the Ai Controller script – this will allow the two script to communicate with one another.

Finally, give your enemy Rigidbody and tick “Is Kinematic”.

Graphical user interface, text, application

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