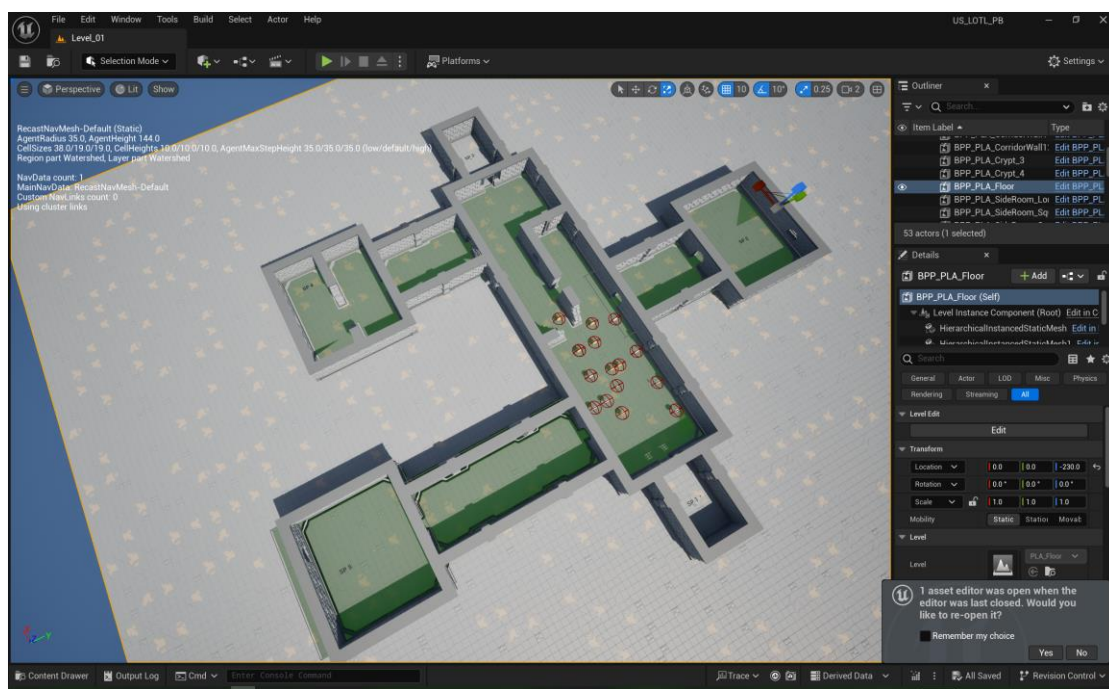# LAB – 8

AI in MULTIPLAYER ENVIRONMENT

Fig 1.1: Snapshot showing NavMeshBoundsVolume in green (except spawn areas)
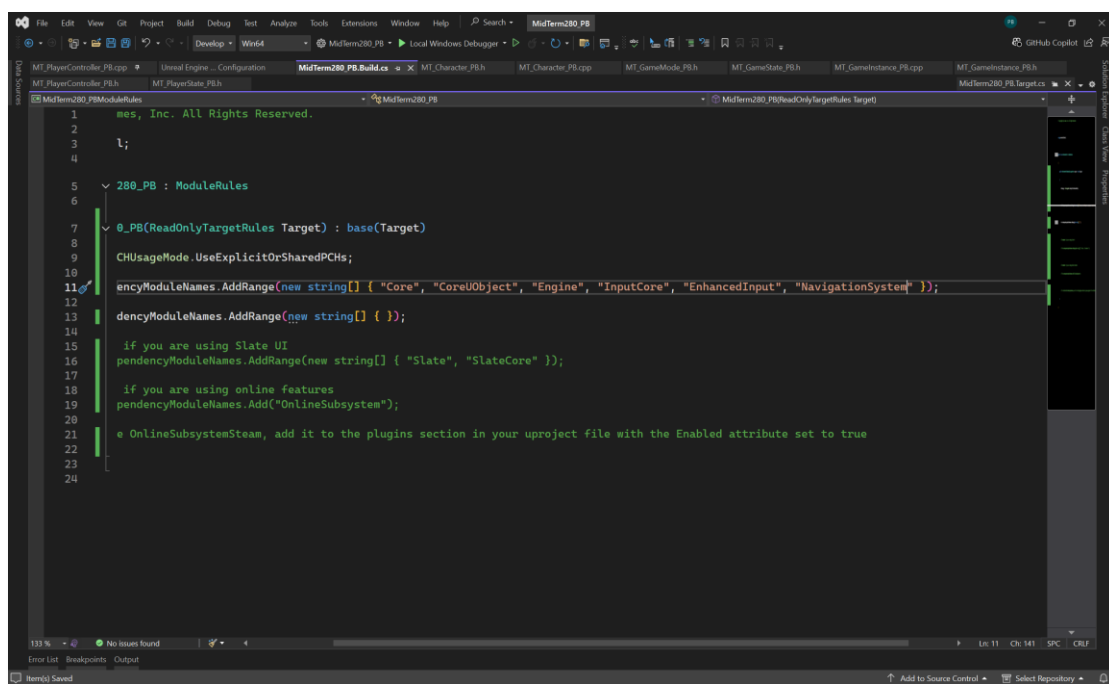

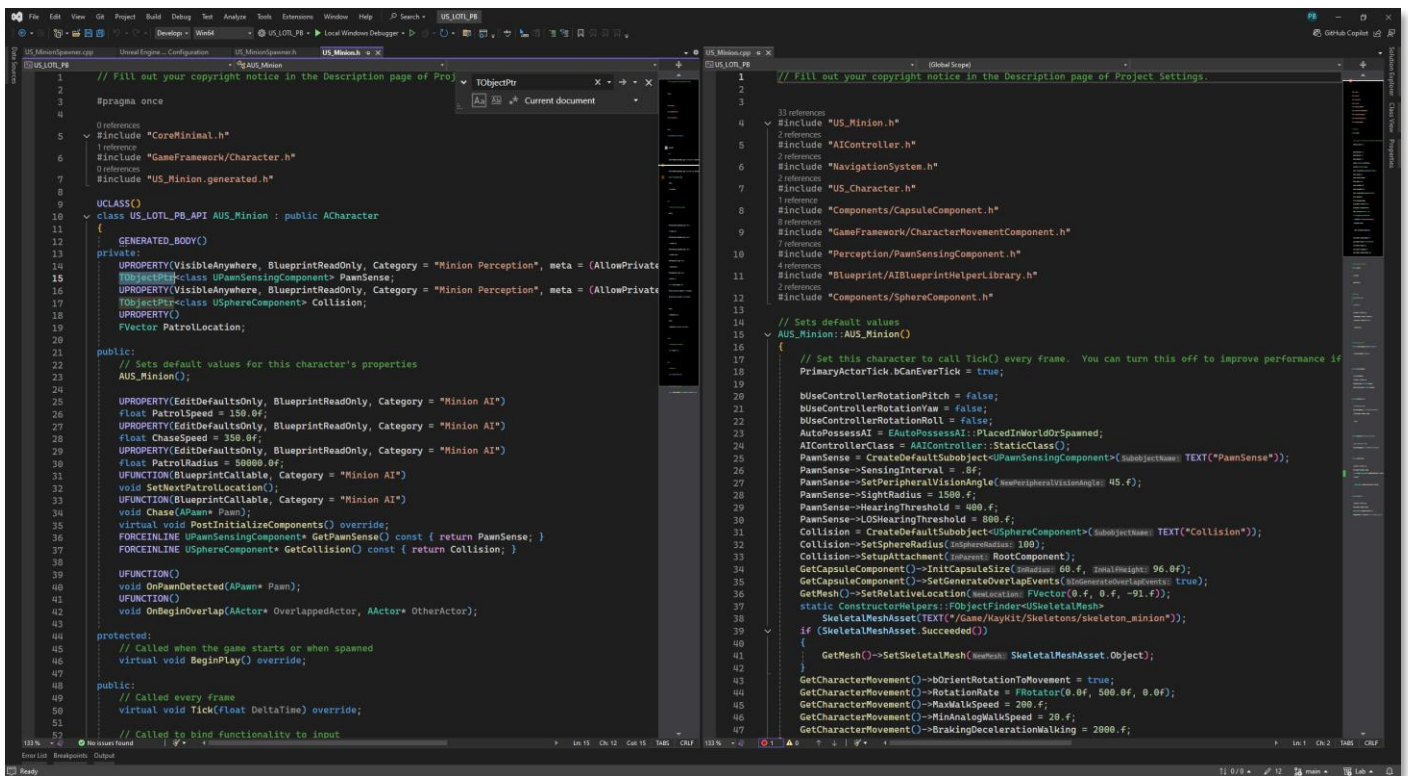*Fig 1.2: Snapshot showing Navigation System's addition build.cs*

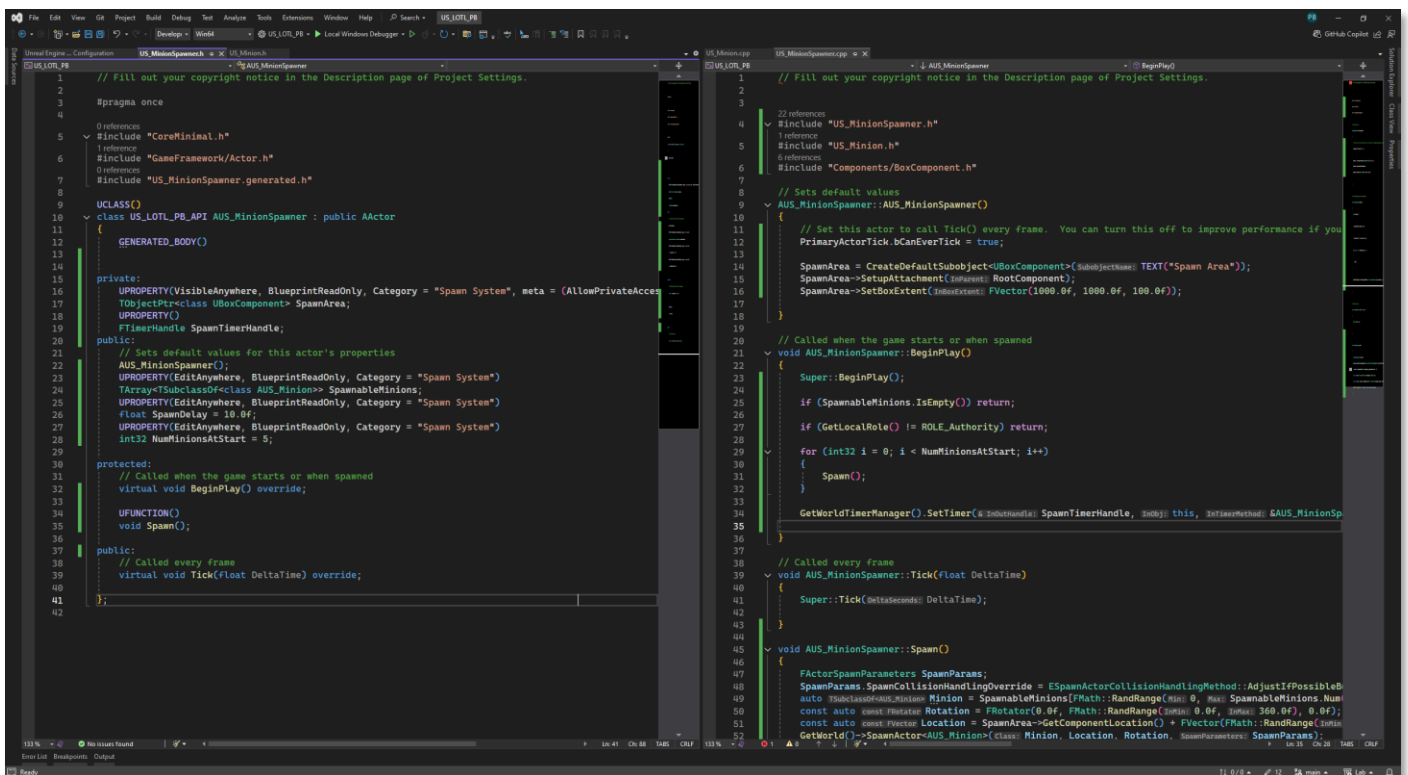Fig 1.3: Snapshot showing US_Minion header and cpp files

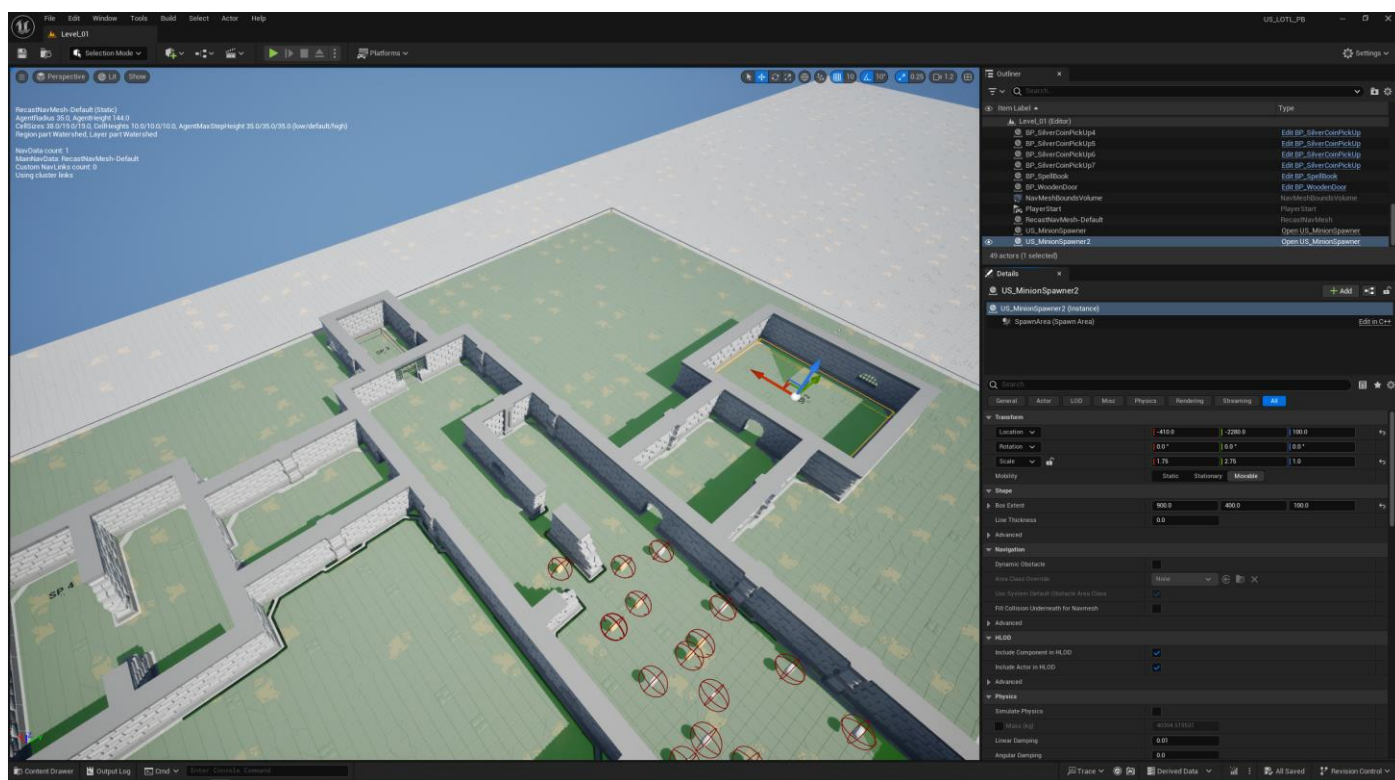Fig 1.4: Snapshot showing US_MinionSpawner header and cpp files
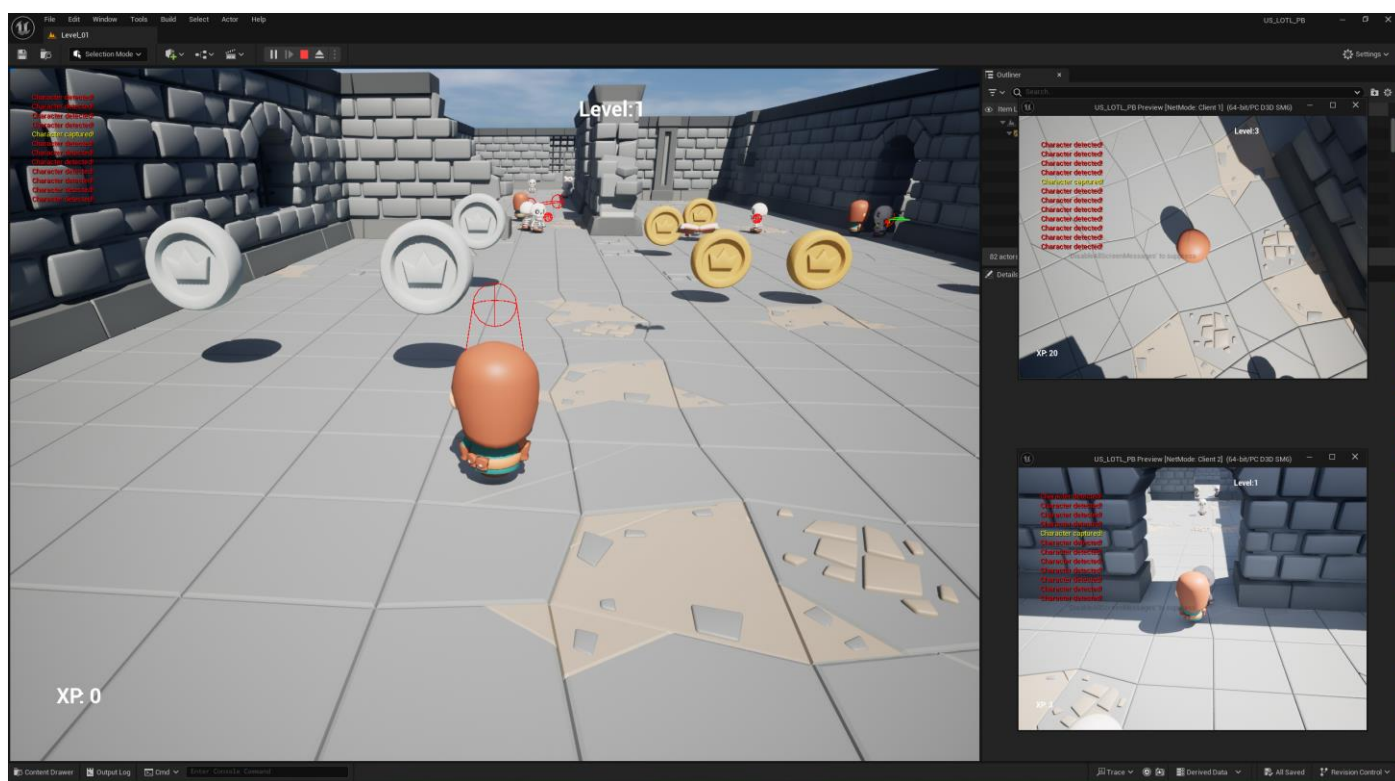
Fig 1.5: Snapshot showing addition of 2 spawners in level

Fig 1.6: Snapshot showing AI Minions in level