

LAB – 9

Extending AI Behaviours in a Multiplayer Environment

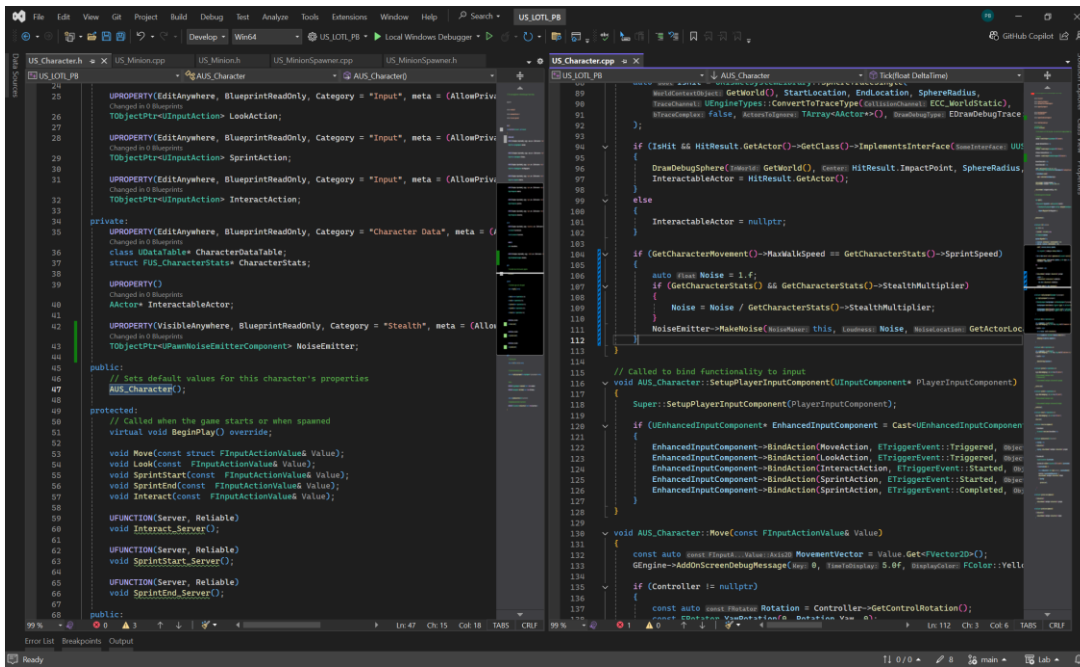


Fig 1.1: Screenshot showing addition of code in US_Character for Noise

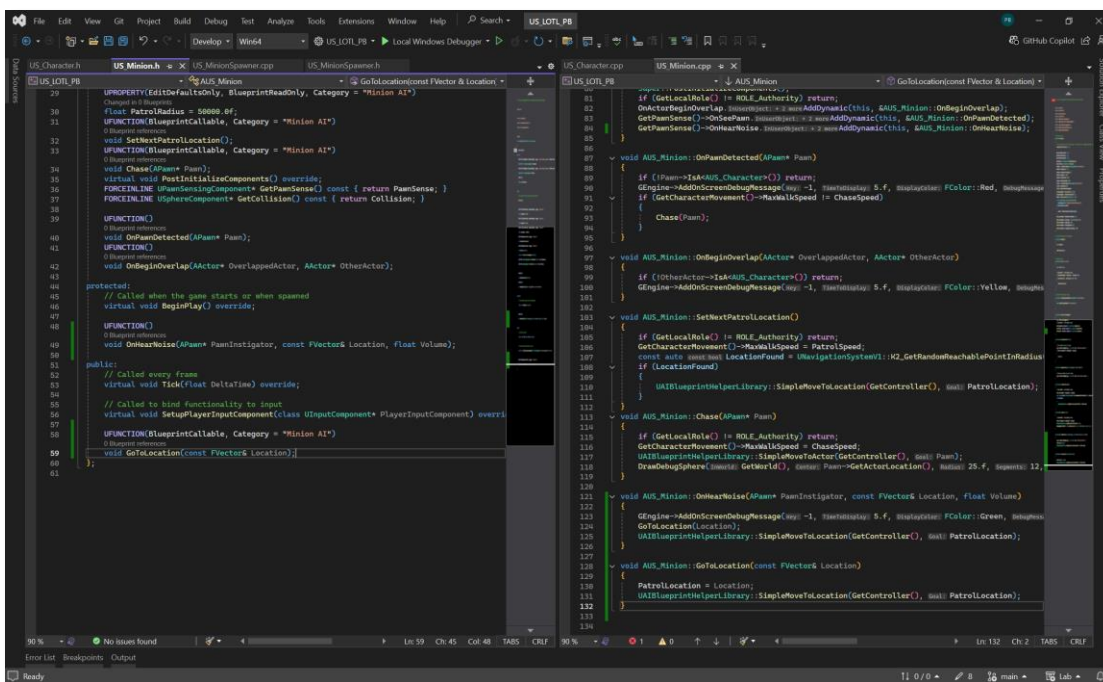


Fig 1.2: Screenshot showing addition of code in US_Minion for Noise

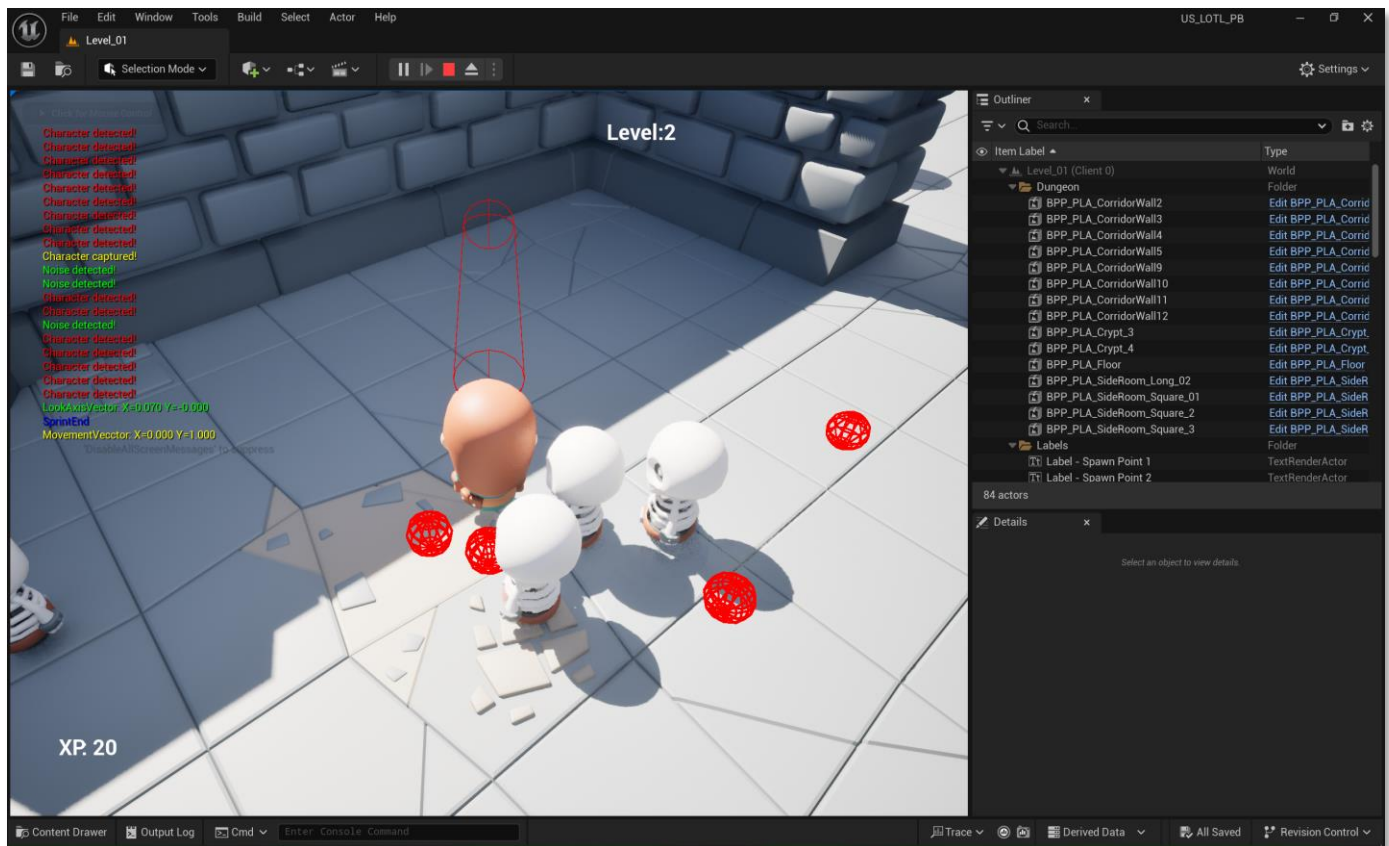


Fig 1.3: Screenshot showing Noise code in Action

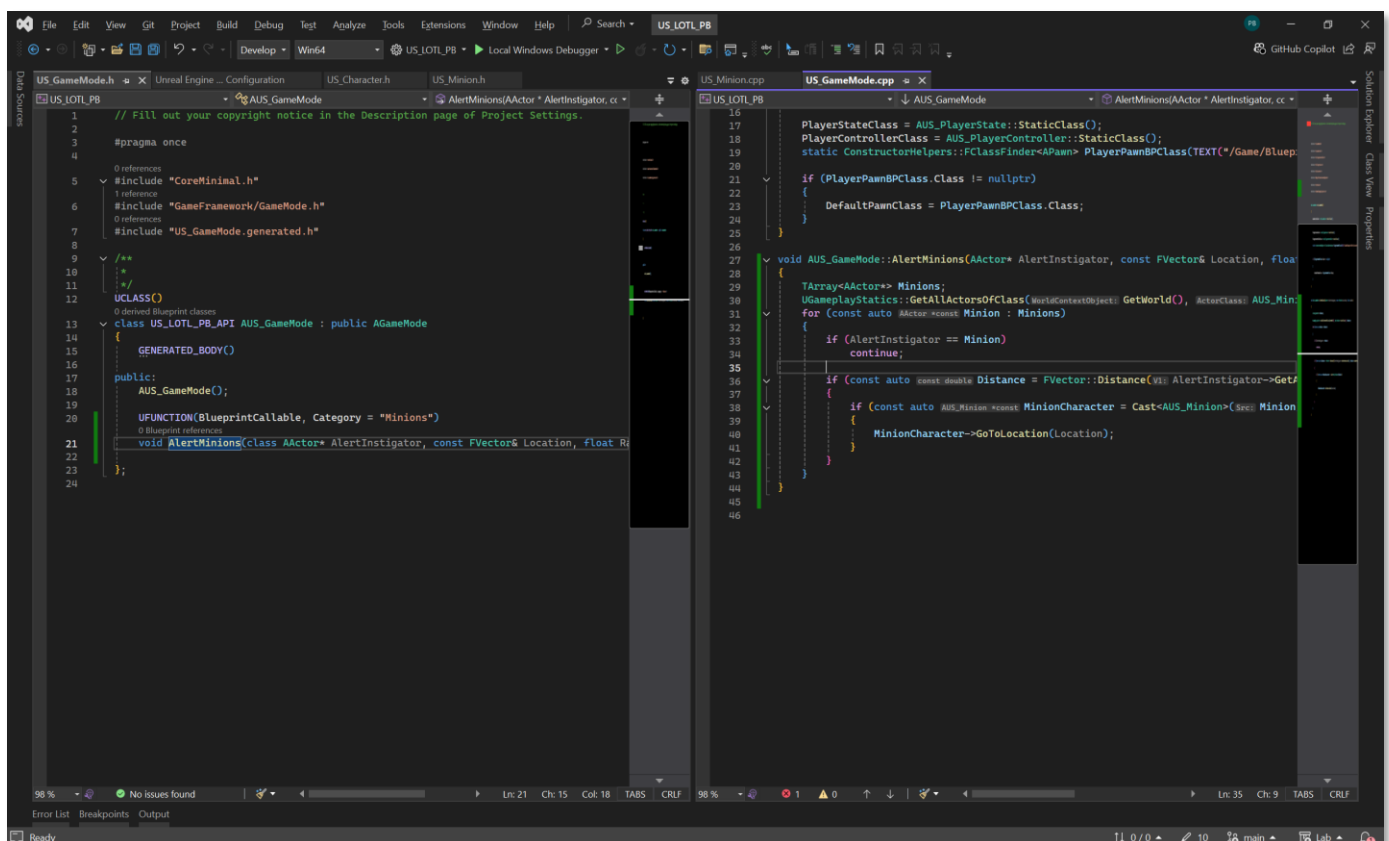


Fig 1.4: Screenshot showing Implementation of Alert in US_GameMode

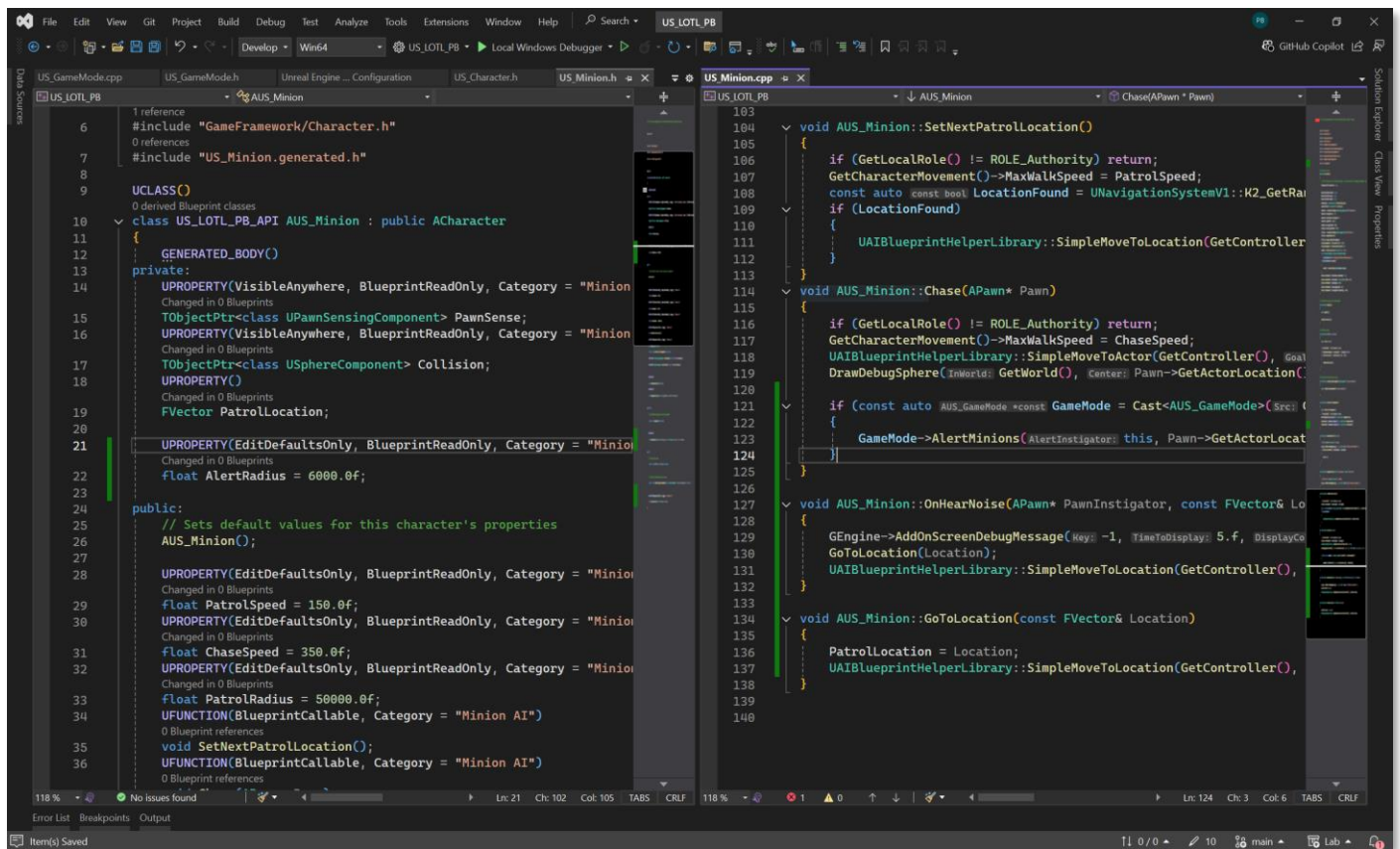


Fig1.5: Screenshot showing Implementation of Alert in US_Minion

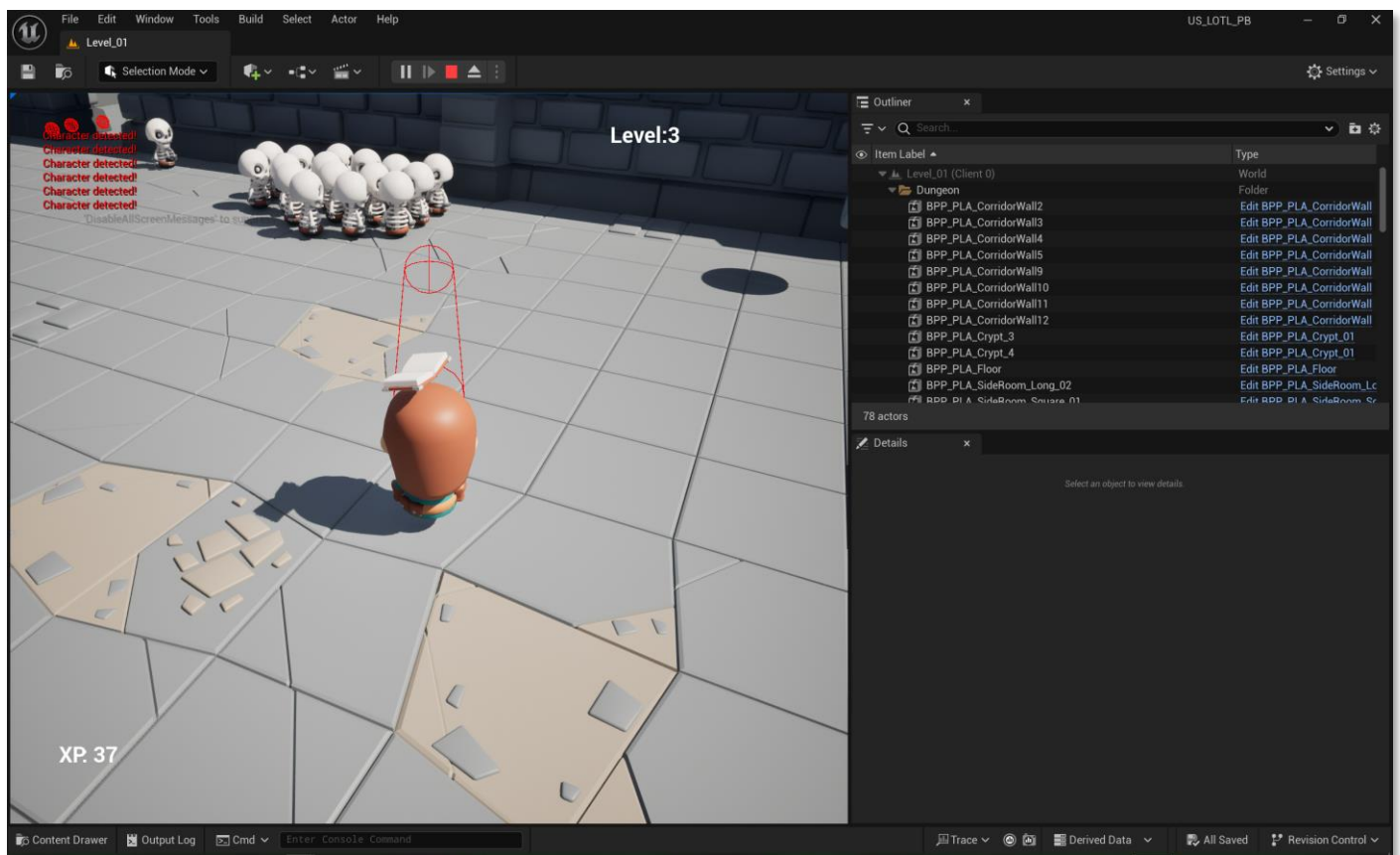


Fig 1.6: Screenshot showing alert in action

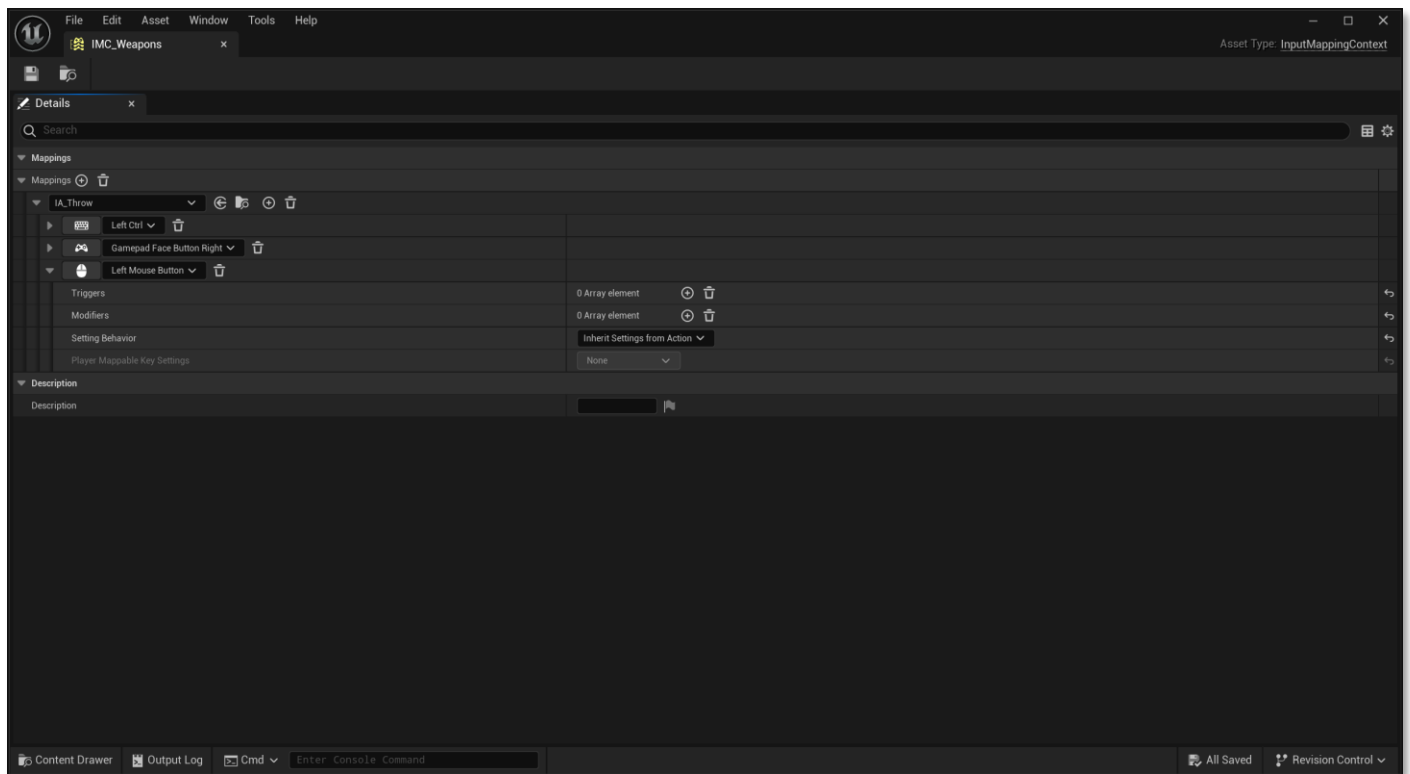


Fig 1.7: Screenshot addition of Input mapping and buttons

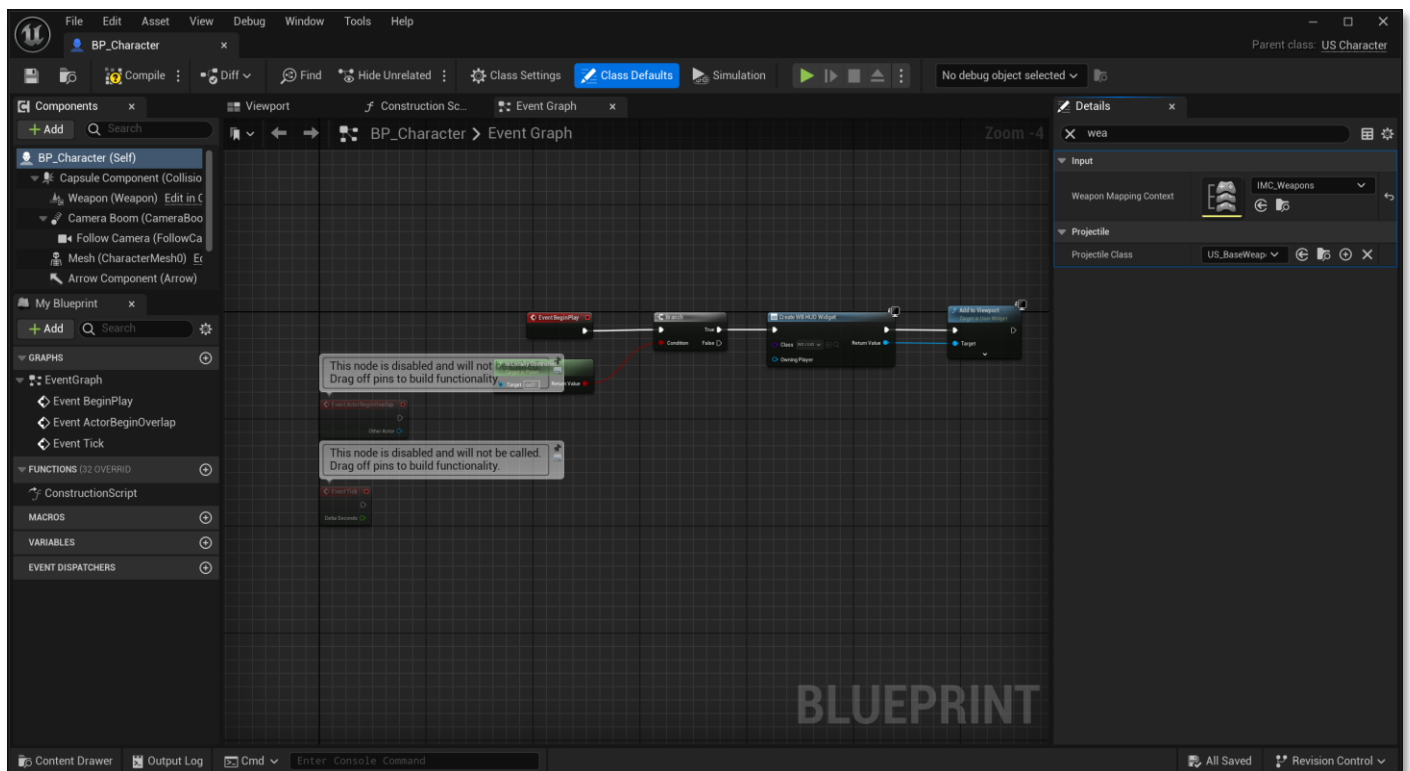


Fig 1.8: Screenshot addition of Input mapping in BP_Character

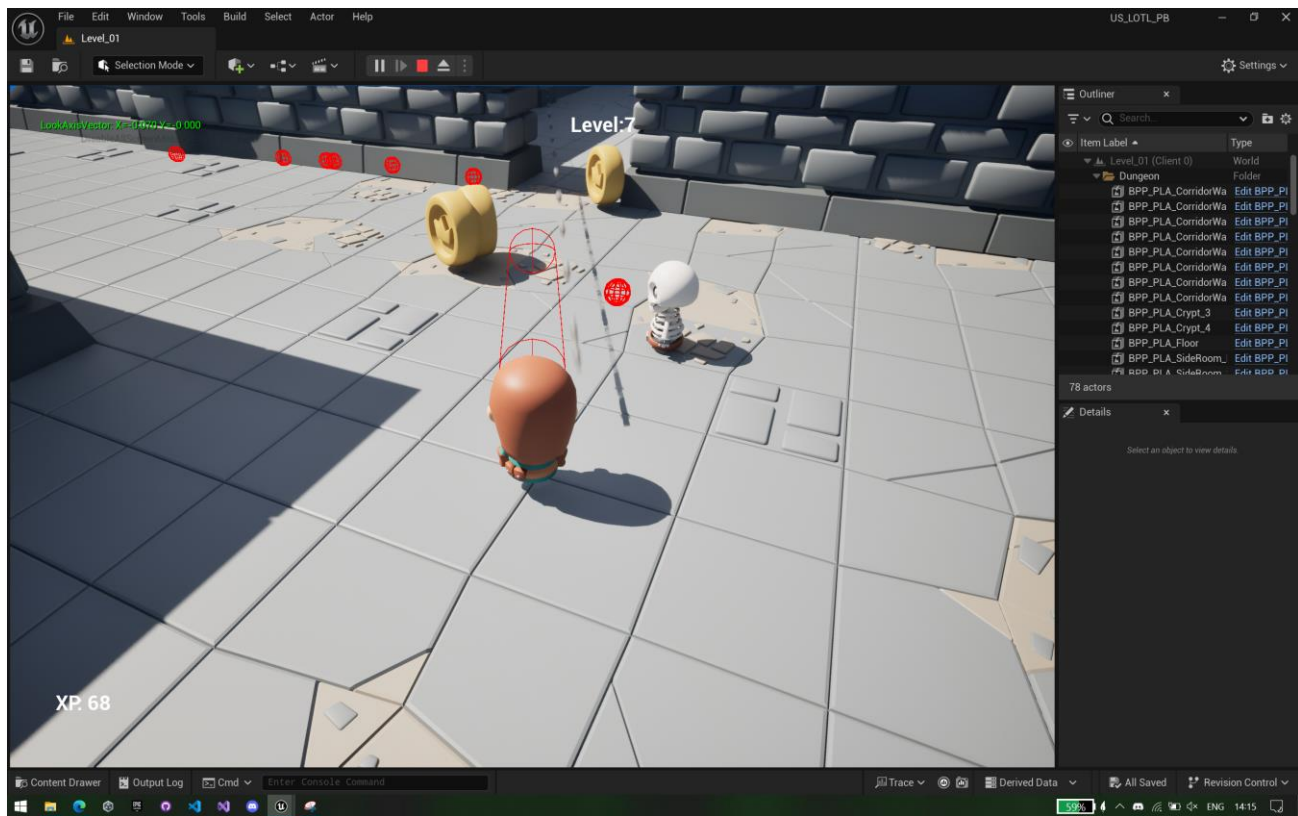


Fig 1.9: Screenshot showing shooting in action testing the weapon converted enemy into gold

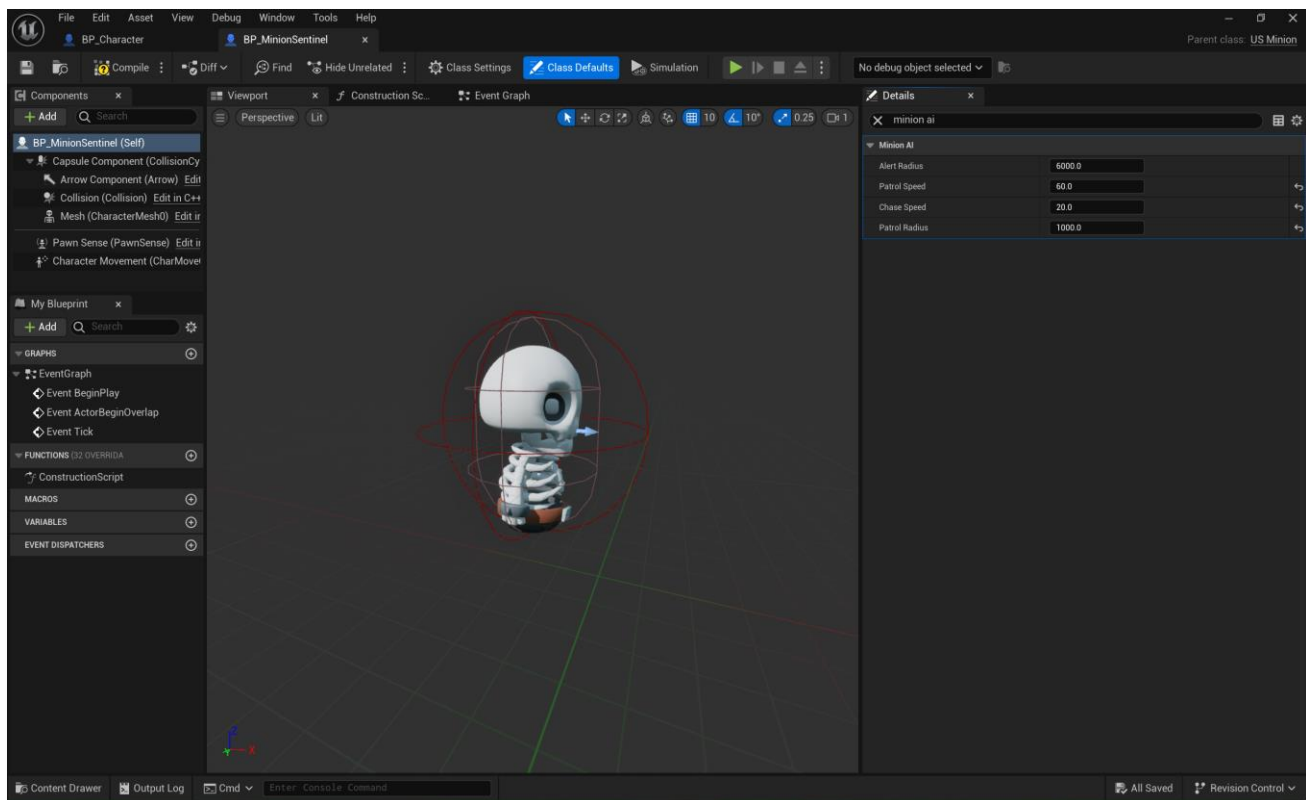


Fig 1.10: Screenshot showing addition of attributes to Minion AI for Minion Sentinel

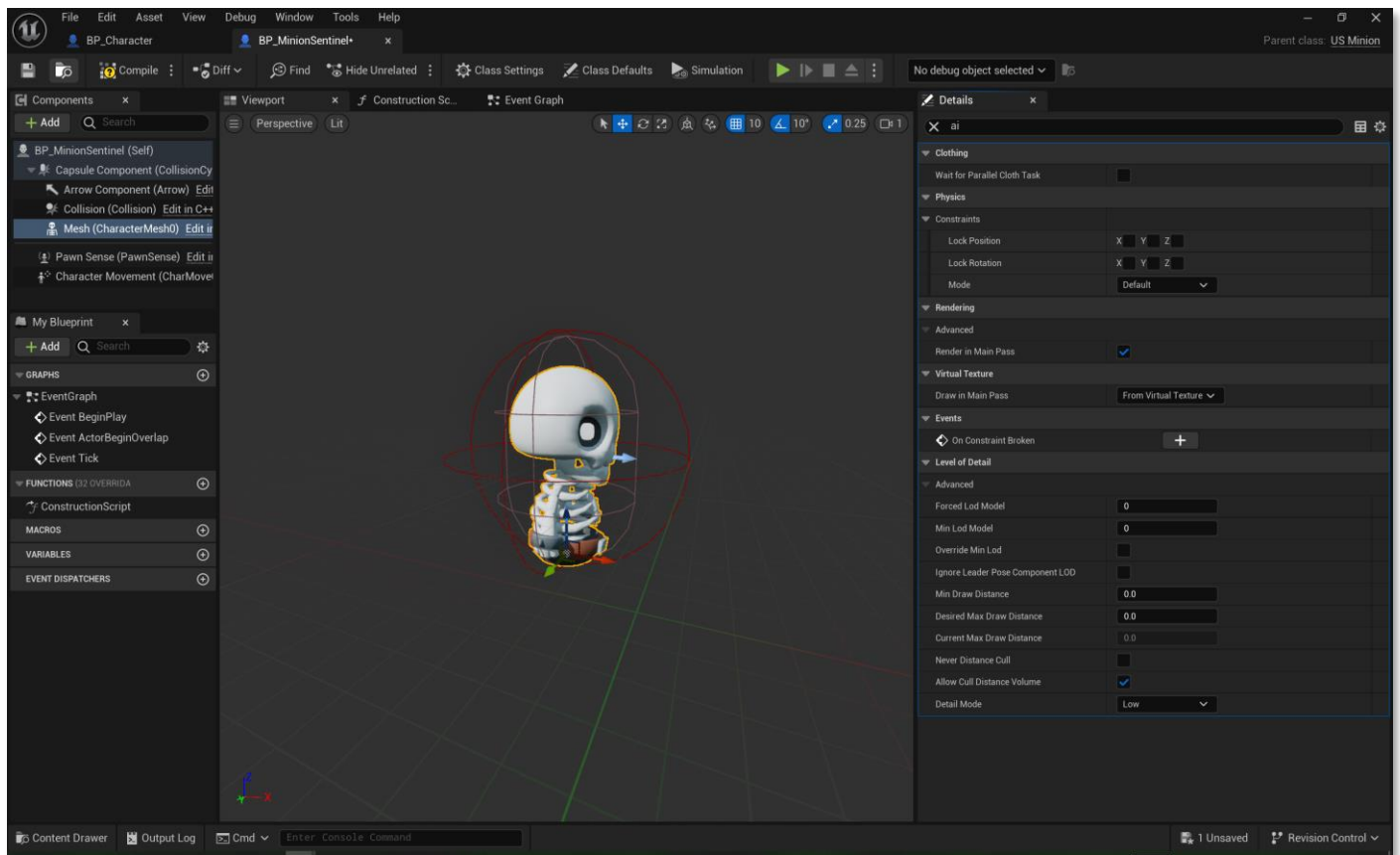


Fig 1.11: Screenshot showing addition of attributes to AI for Minion Sentinel

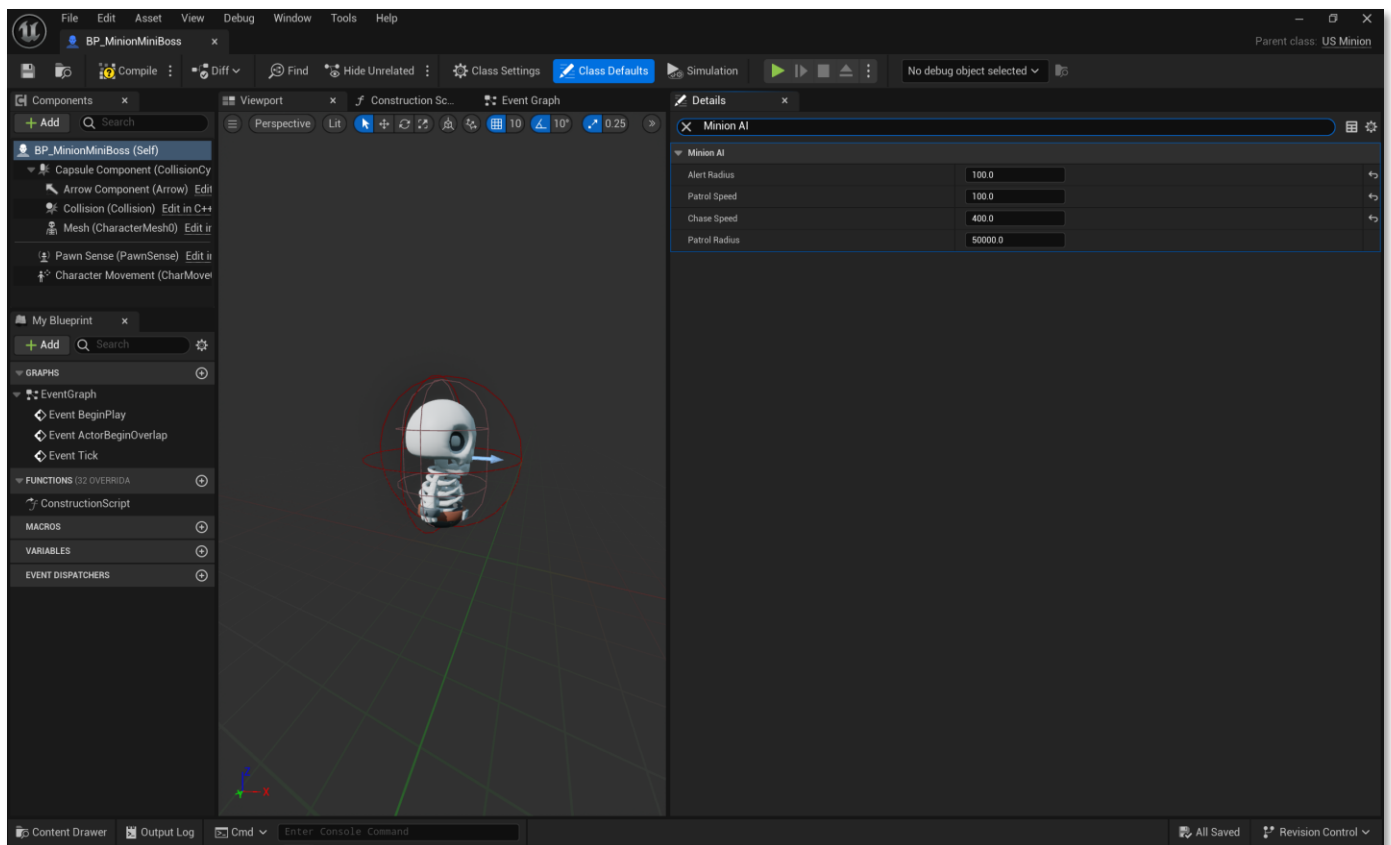


Fig 1.12: Screenshot showing addition of attributes to Minion AI for Mini Boss

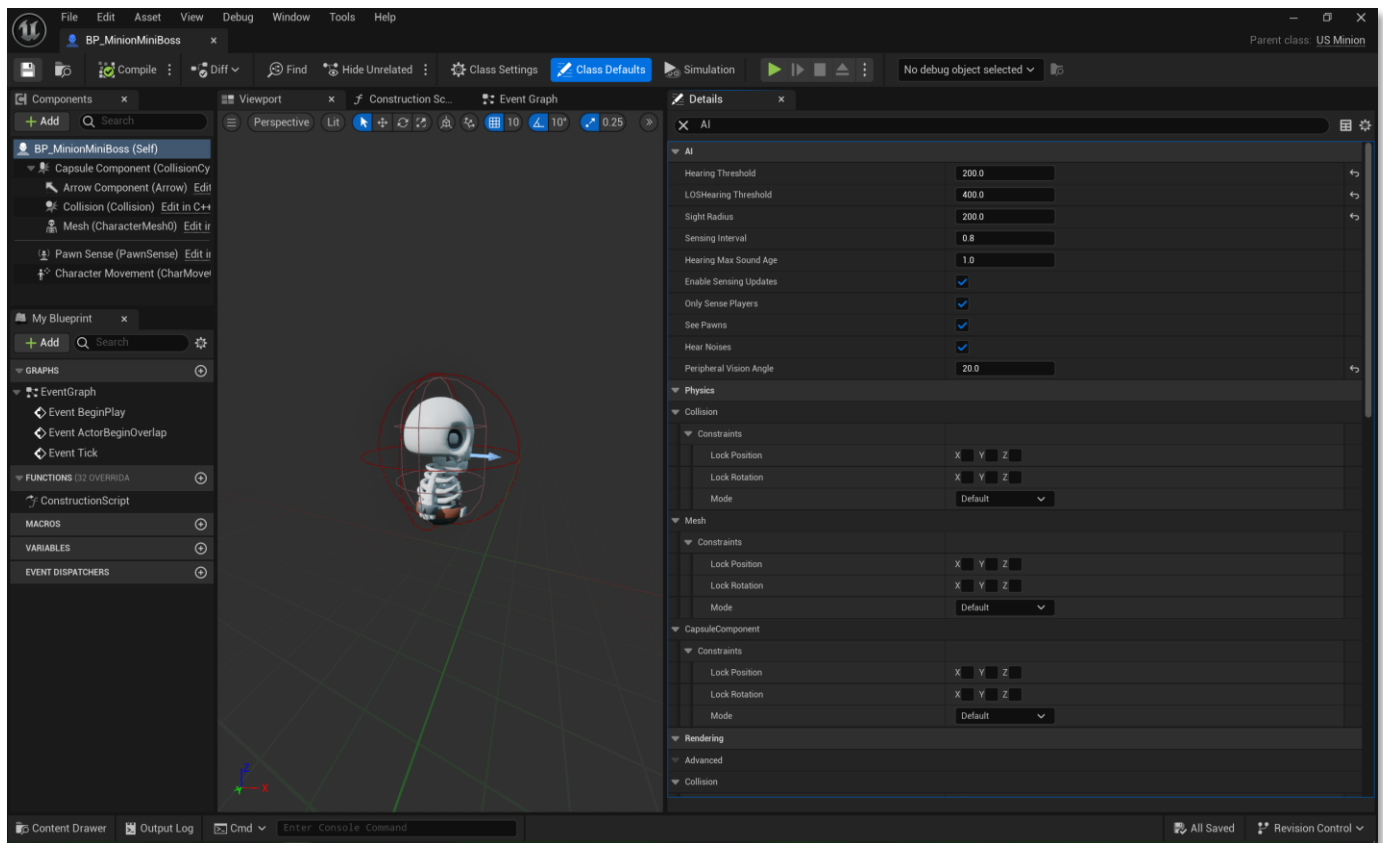


Fig 1.13: Screenshot showing addition of attributes to AI for Mini Boss

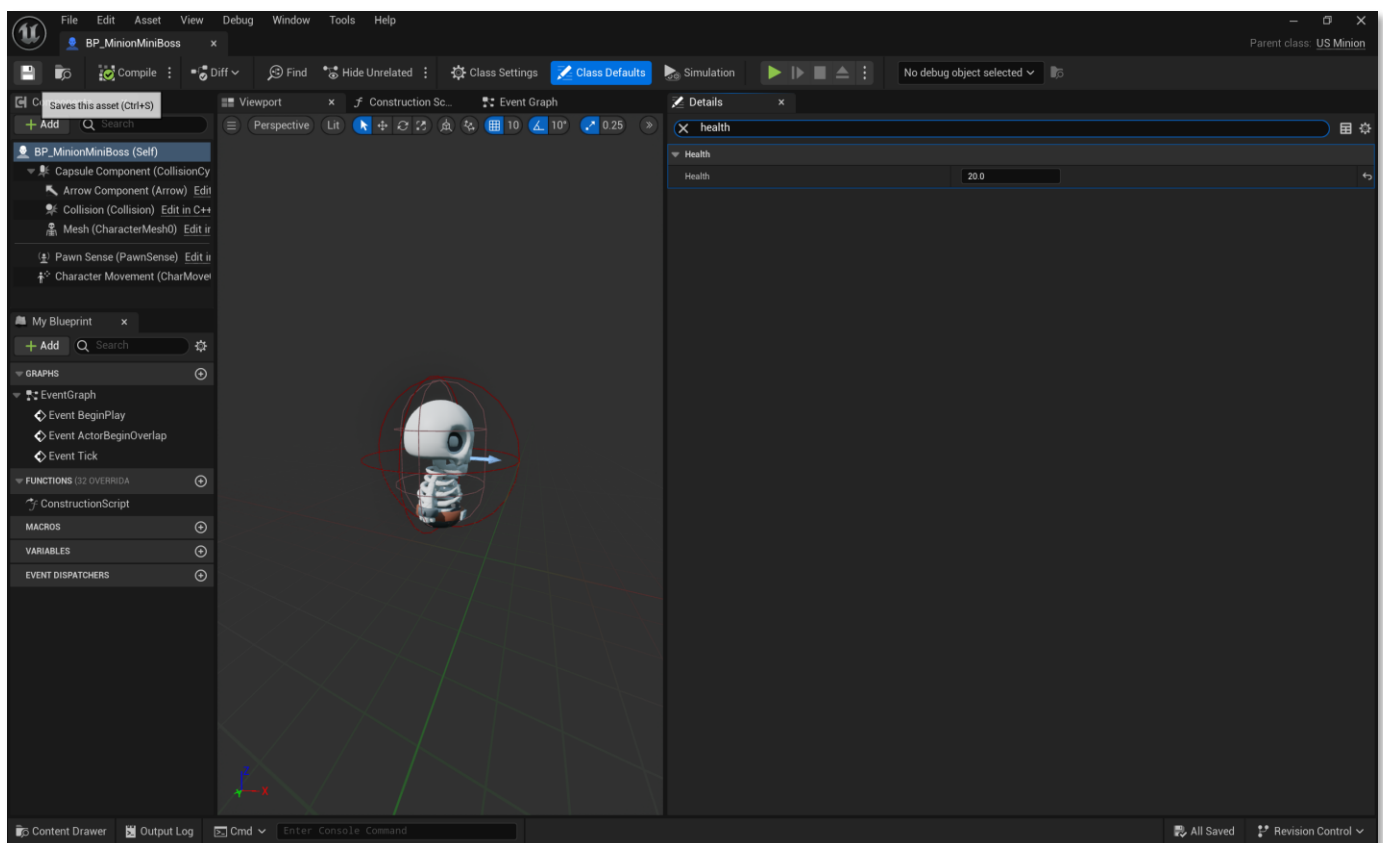


Fig 1.14: Screenshot showing addition of attributes to AI for Mini Boss

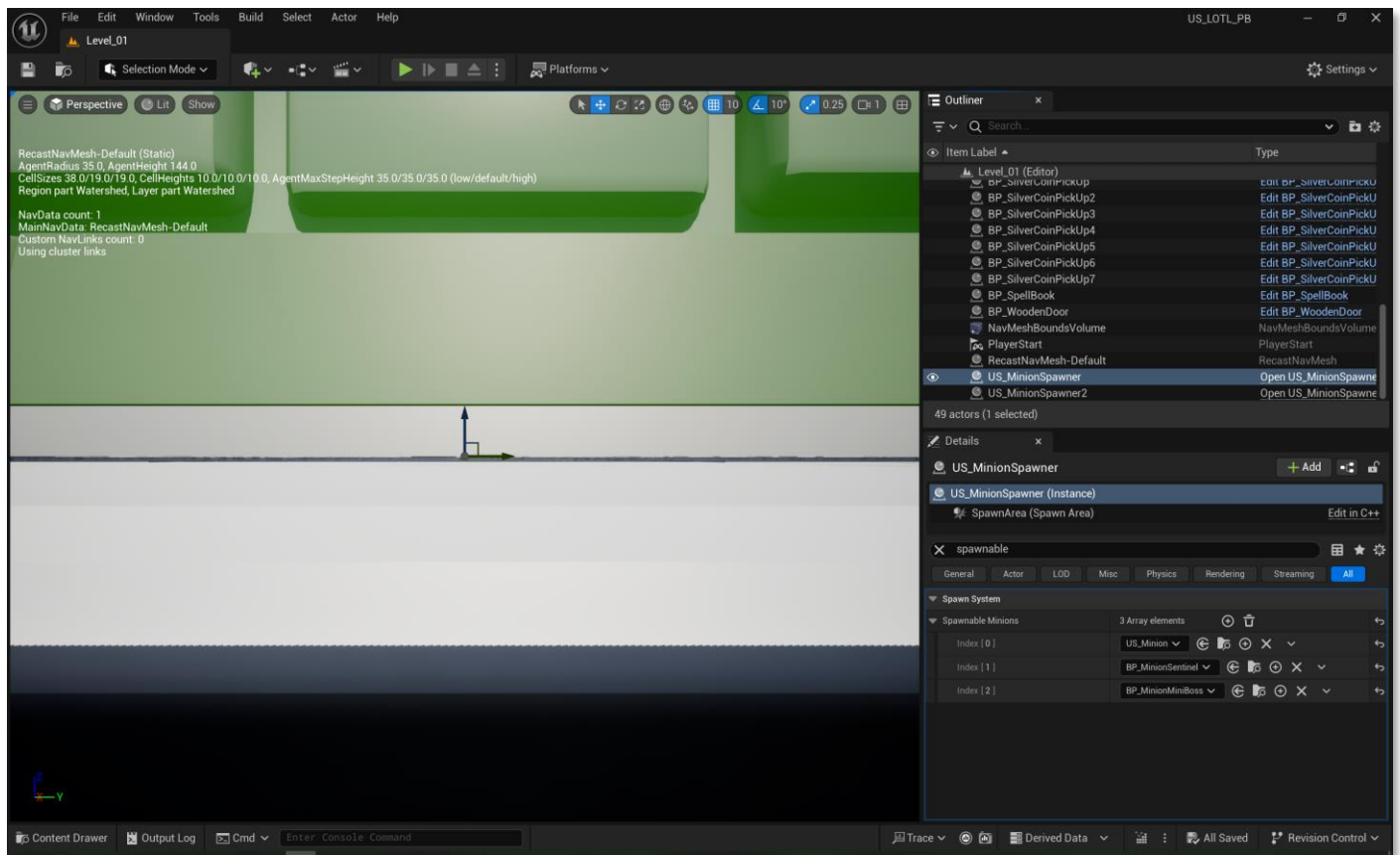


Fig 1.15: Screenshot showing addition Minion Sentinel and Minion Mini Boss

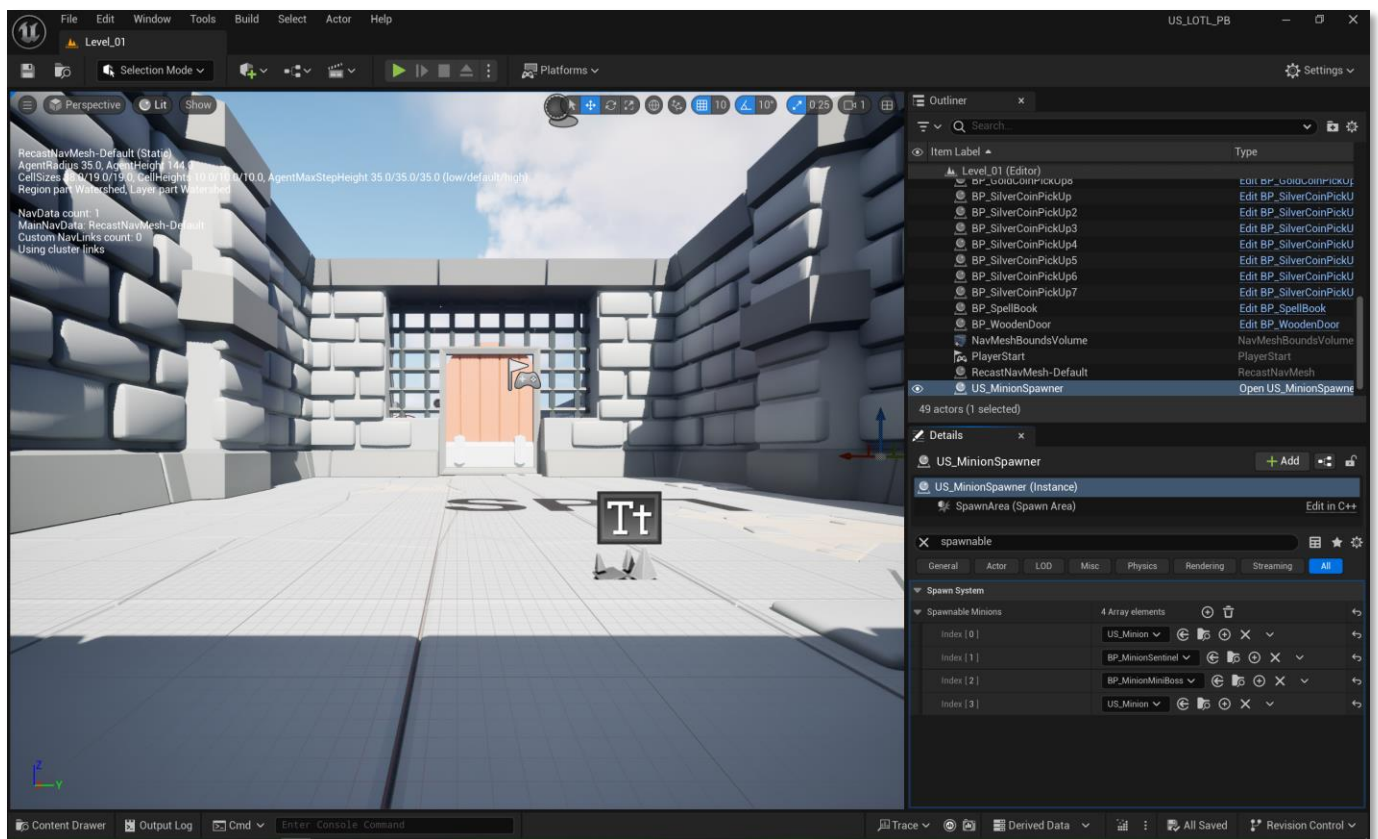


Fig 1.16: Screenshot showing balancing of spawn of Minion variations.

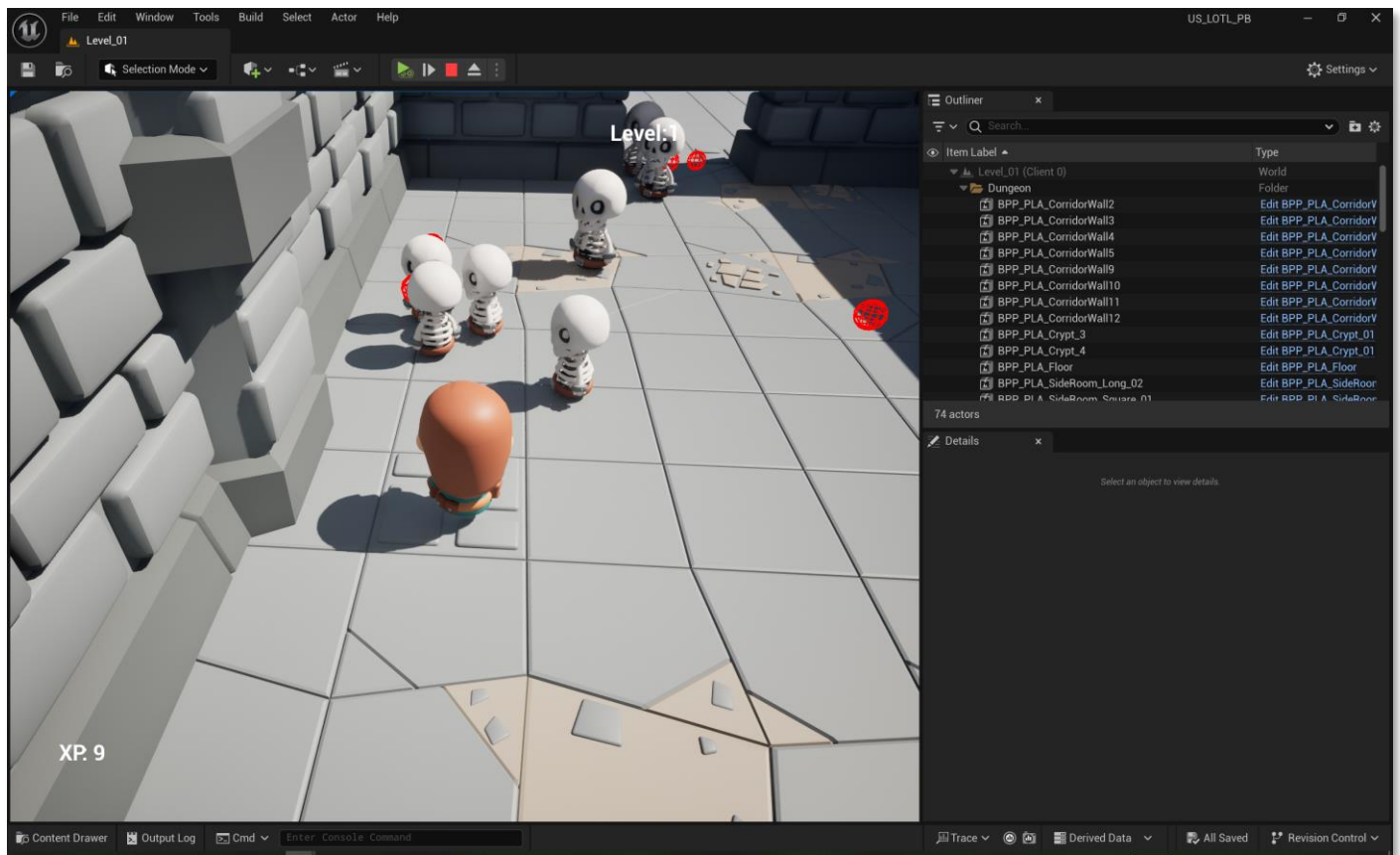


Fig 1.17: Screenshot showing Level with different enemies in action