

# LAB – 5

## SENSORS

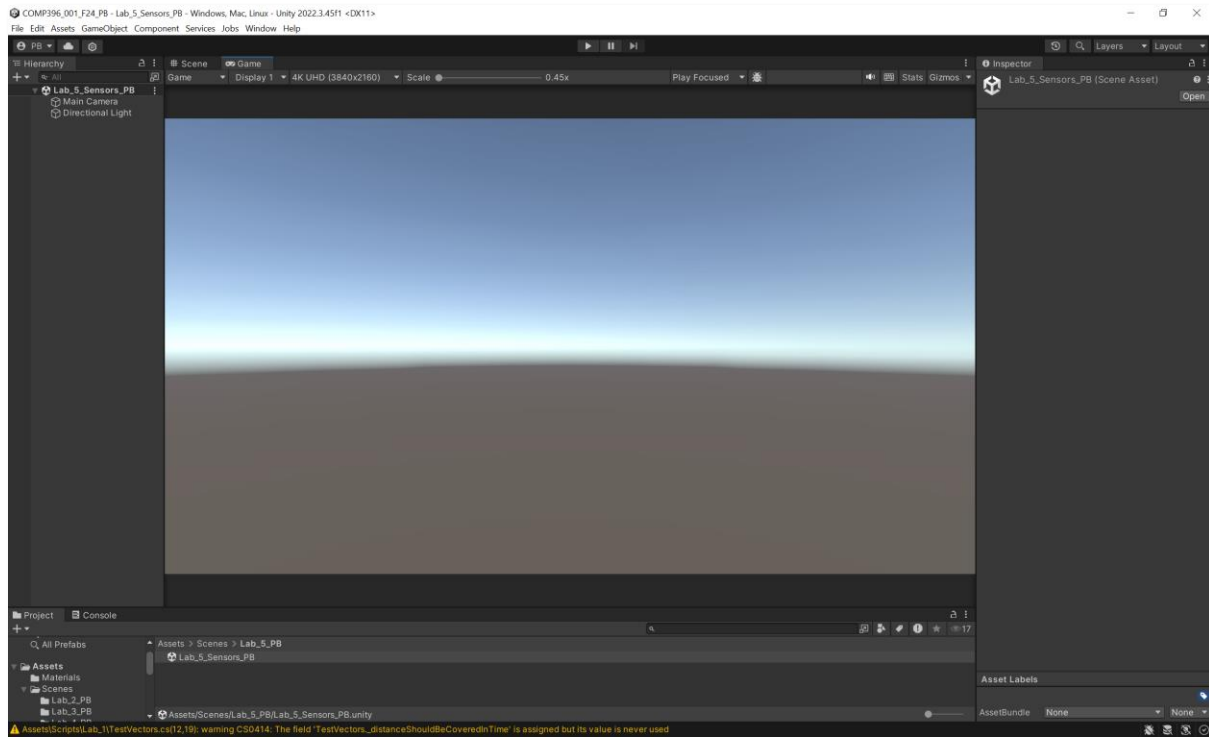


Fig 1.1.1: Screenshot showing the setup of the scene (walls are hidden for test)

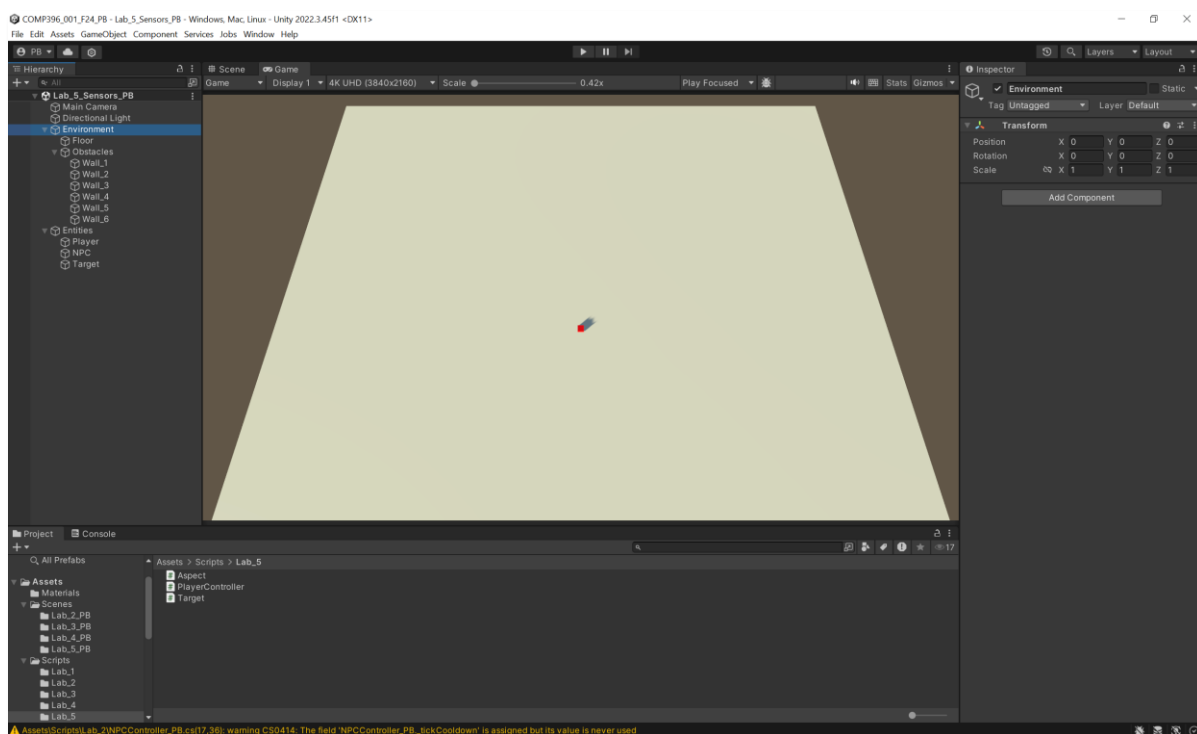


Fig 1.1.2: Screenshot showing the setup of the scene with props and entities

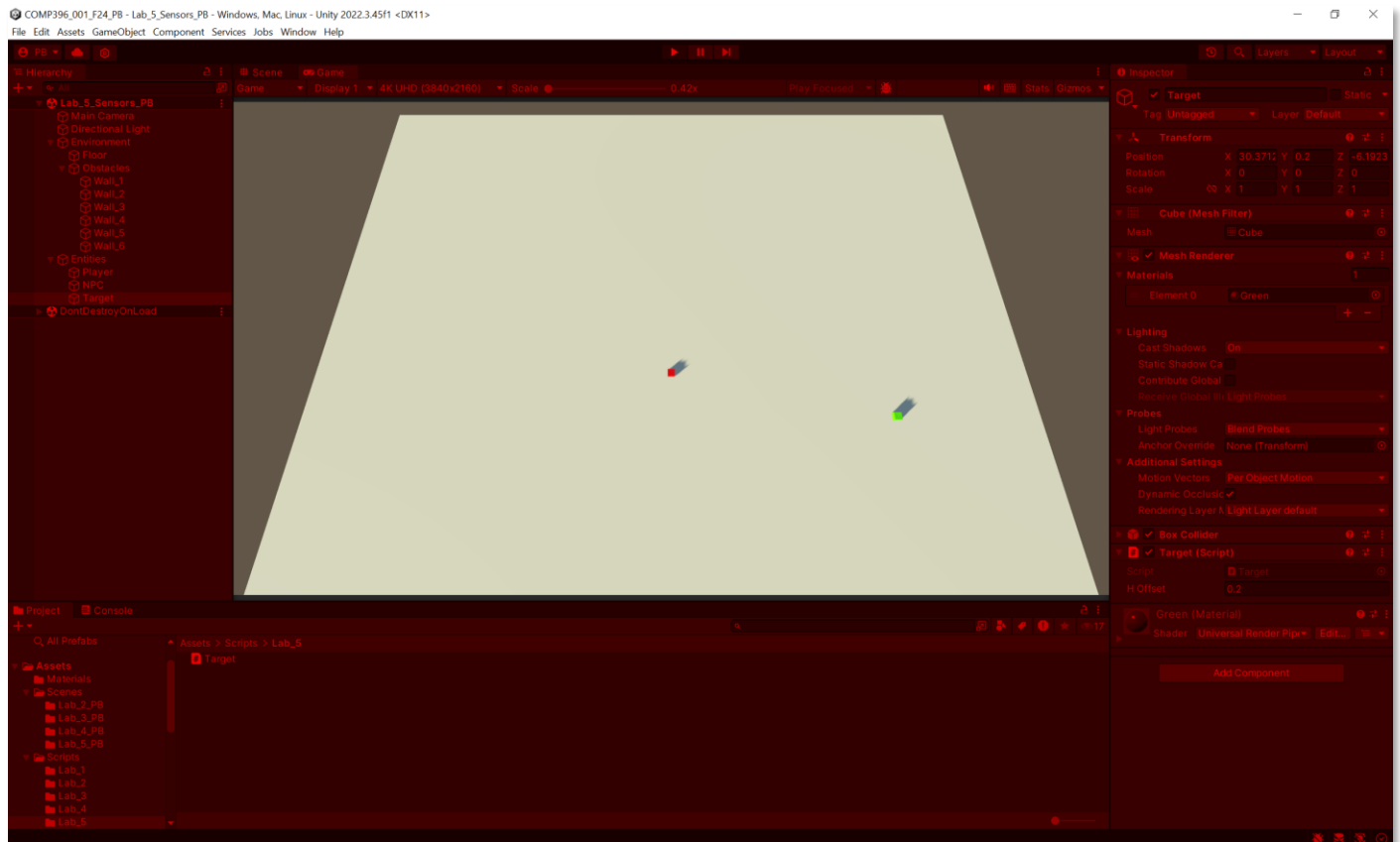


Fig 1.2.1.1: Screenshot showing the Target script (In Inspector)

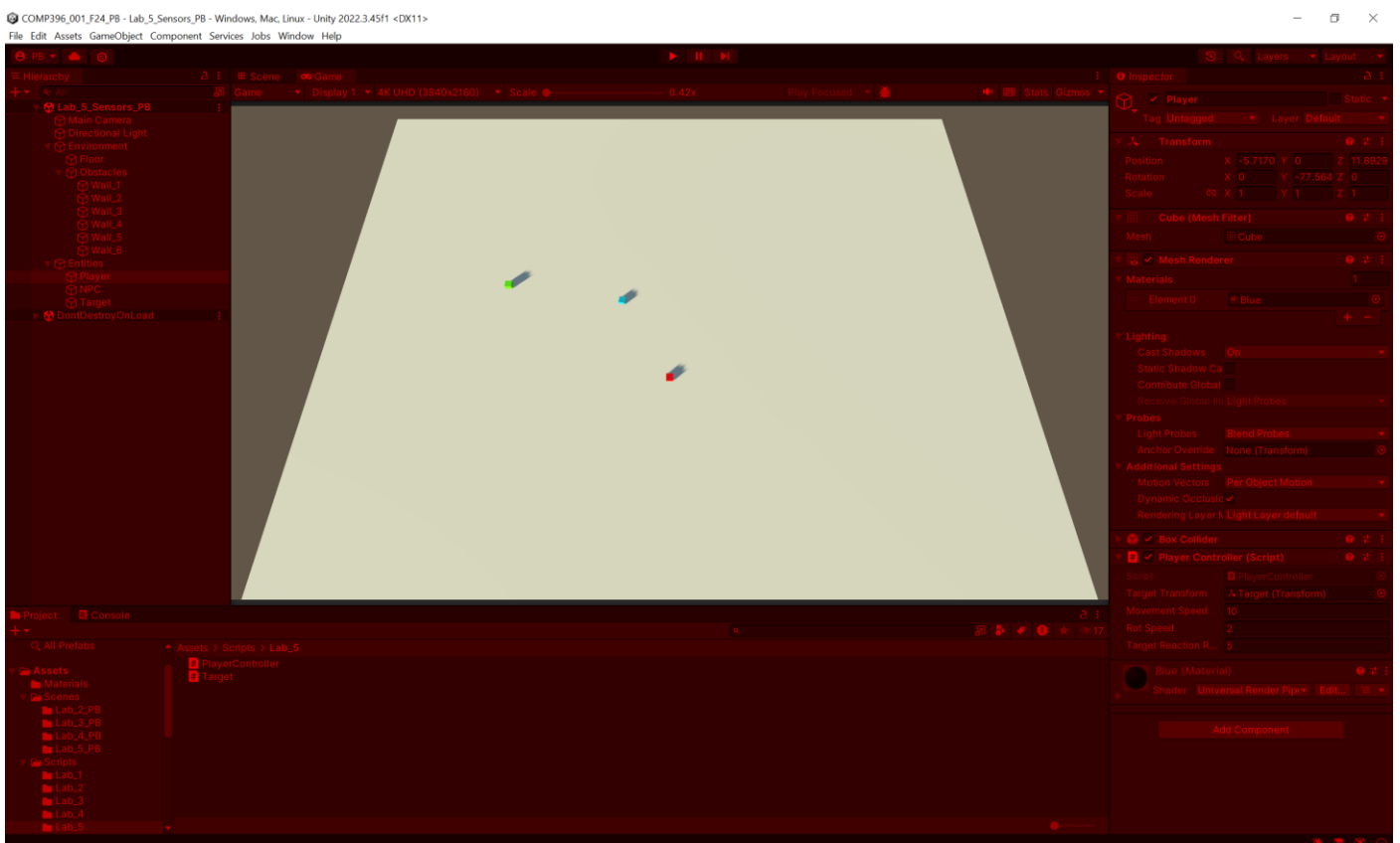


Fig 1.2.2.1: Screenshot showing the PlayerController script (In Inspector)

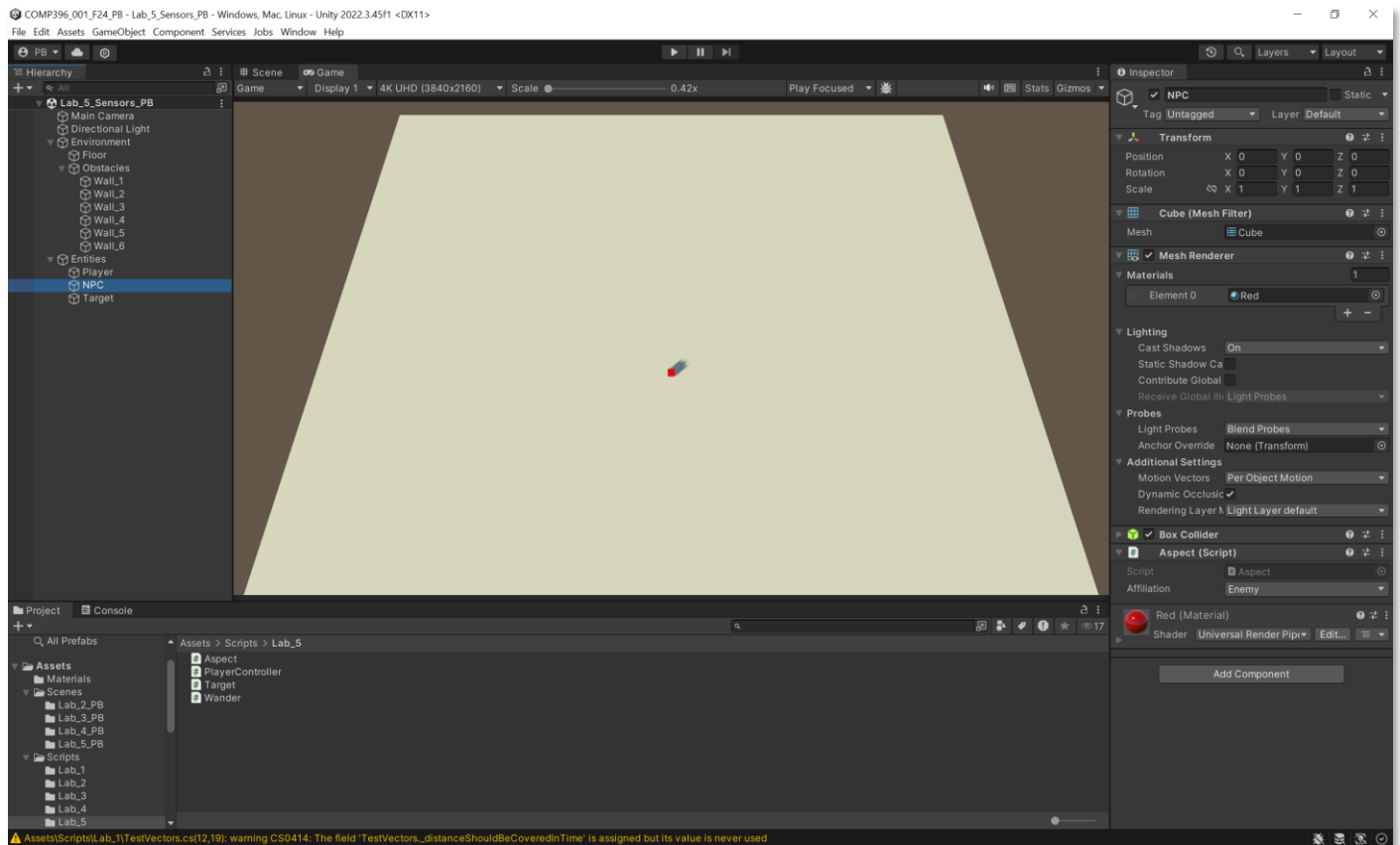


Fig 1.2.3.1: Screenshot showing the Aspect script (In Inspector)

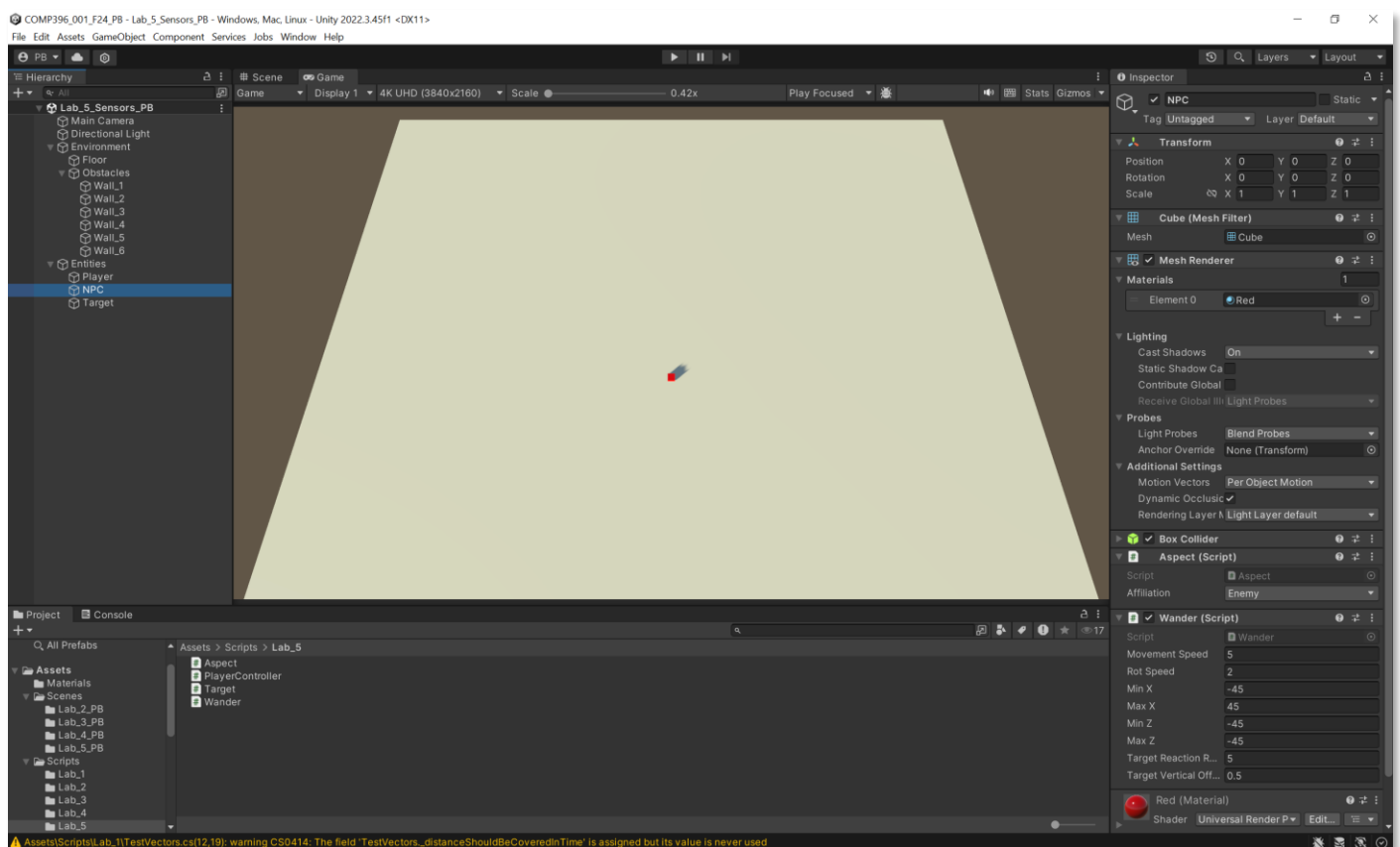


Fig 1.3.3.1: Screenshot showing the Wander script (In Inspector)

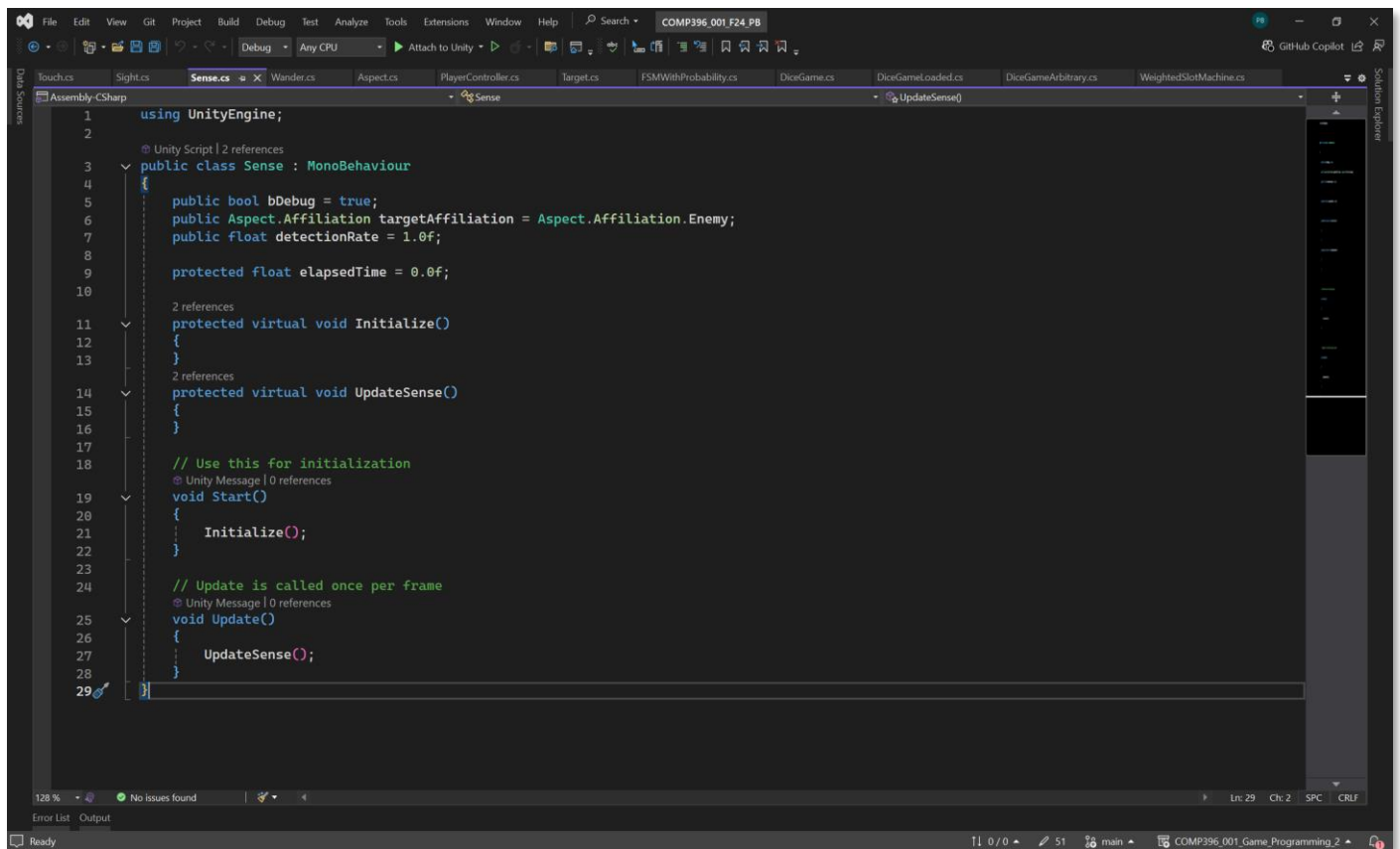


Fig 1.3.2.1: Screenshot showing the Sense script

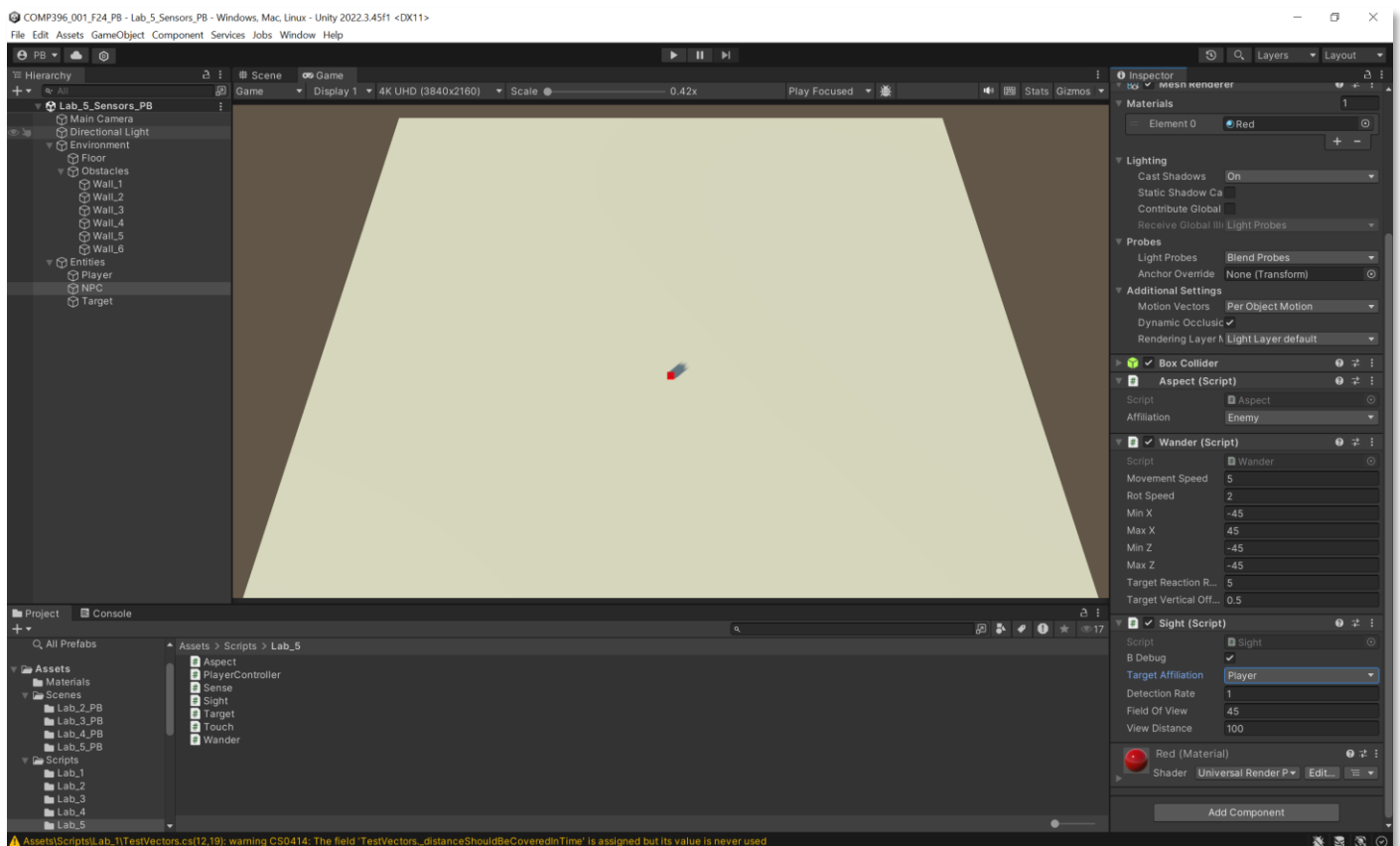


Fig 1.3.3.1: Screenshot showing the Sight script (In Inspector)

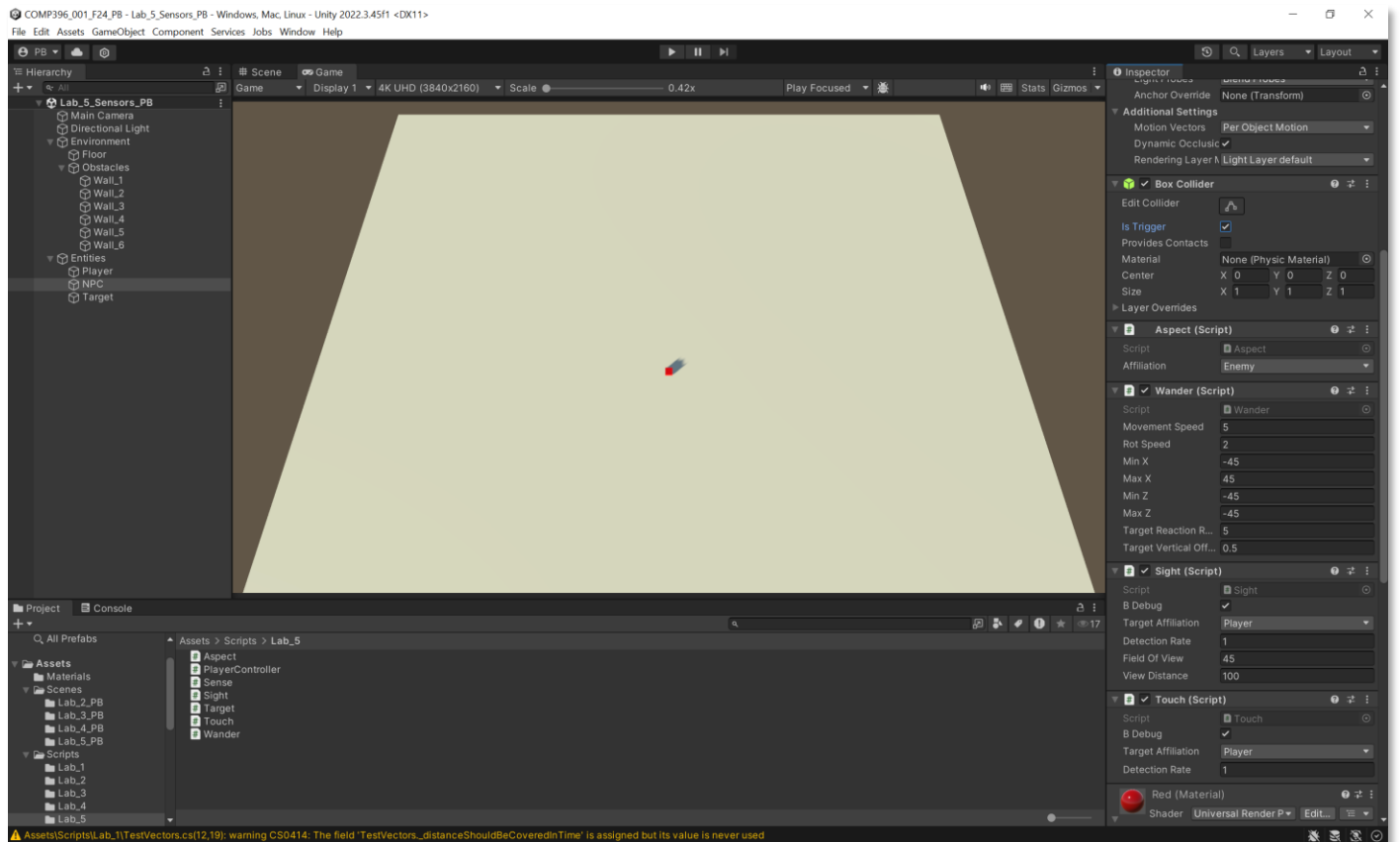


Fig 1.3.4.1: Screenshot showing the Touch script (In Inspector)

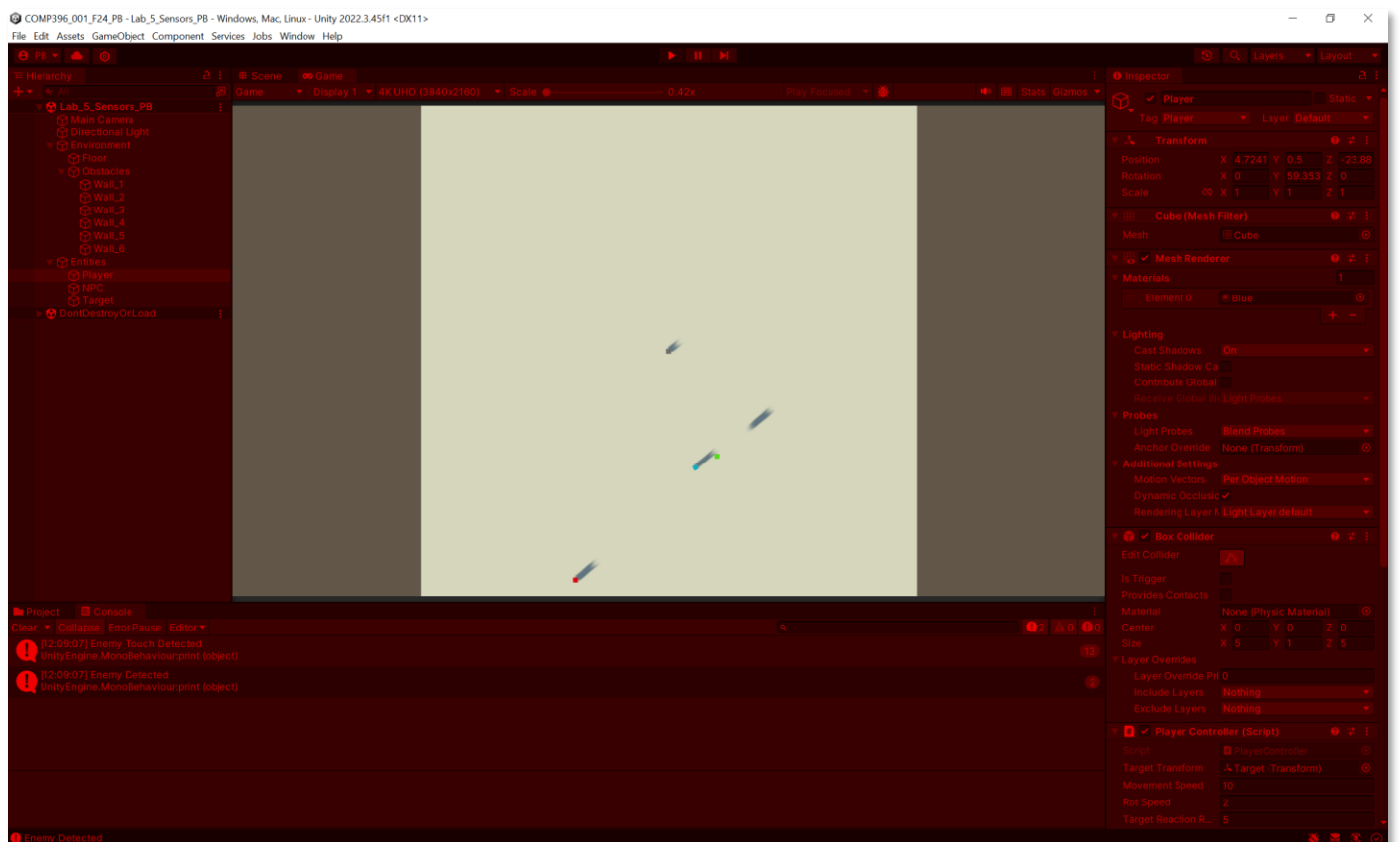


Fig 1.4.1: Screenshot showing the senses in action (in debug logs)

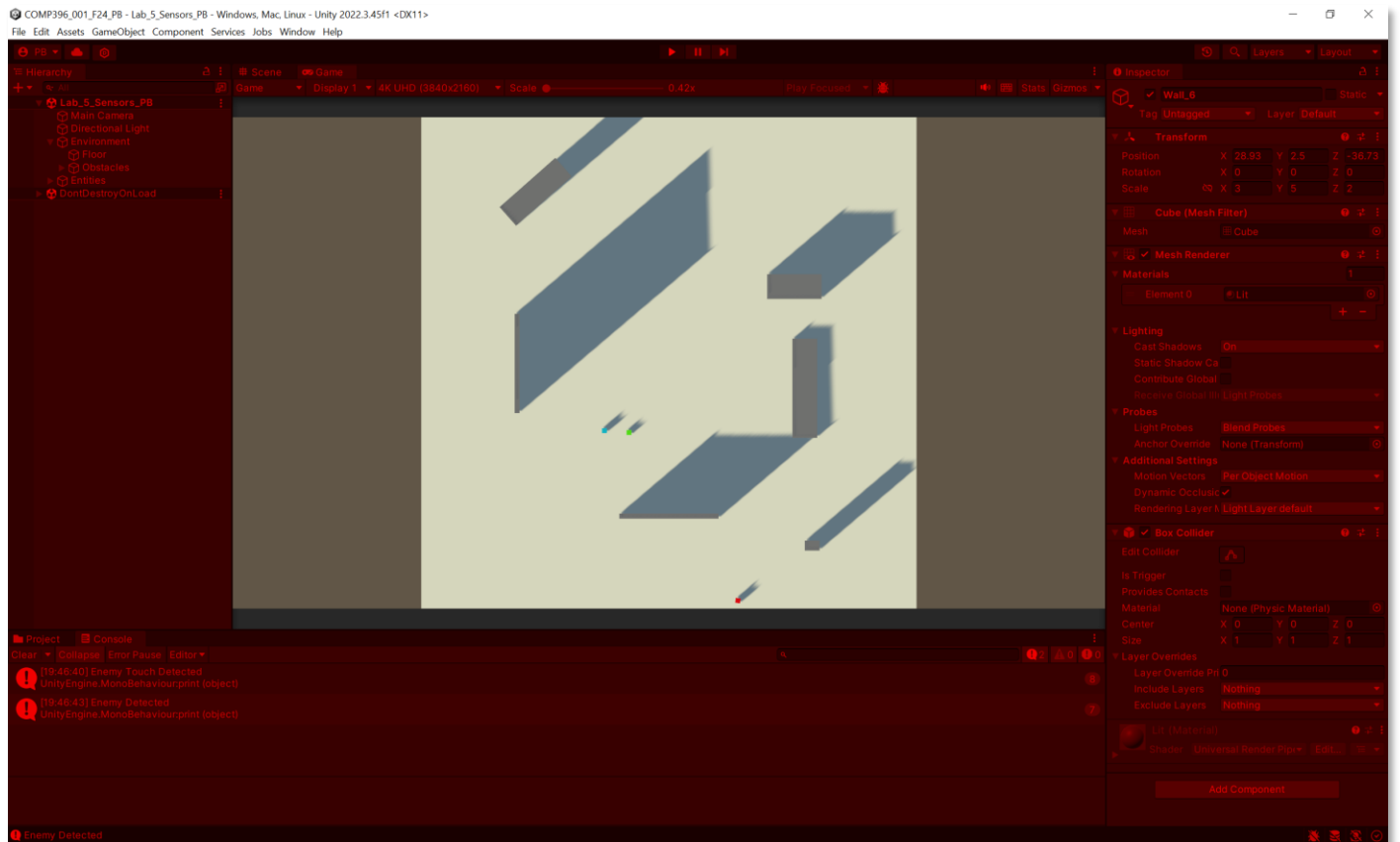


Fig 1.4.2: Screenshot showing the senses in action with walls (in debug logs)