

Lab11 - Path Finding - Using Unity's NavMesh

COMP396 - Game Programming 2

Purpose:

- Implementing **Path Finding** via Unity's NavMesh

Due Date(s):

- Class Work portion: in the end of class
- The challenge portion: by end-of-week's Friday, 11:59PM.

ClassWork (50%):

- Follow the hands-on class work.

Challenge (50%): Continue working with the class instructions on your own til you complete the Lab11.

Deliverables:

This Lab, Lab11, is not individual but **Studio-based** (that is, it's enough for one member of the Studio to upload the lab deliverables). This way the studios can be focused on creating the final project. It is still suggested that you try to do the lab individually as well, but it is not mandatory; it's better for the studio to be engaged as a whole, so you can integrate these enhancements into your final studio game project.

- One studio member submits a .zip of the work folder (including the snapshots document and a short video of the playthrough — ~1').