

Understanding the Demo Scenes



If you would like to see a particular demo case, please let me know in the discord channel!

The best way to learn how to use any new packages is to open up the demo scenes and see how it is set up. I will do my best to describe what features they cover, why and how we may want to extend it.

Overview

There are 3 demo scenes currently, they can all be found at Assets/TinnyStudios/UtilityAI/Examples:

1. **Onboarding Demo**, shown in the [Getting Started Guide](#).
2. **Village Farmer Hero**, show case a real time example of a hero who works, eat, sleep, buys a sword and kills monsters.
3. **Turn Base Spell**, show case an example of a turn base combat game. The agent here selects the best move based on the elemental types.

To explain demos, I will making a video instead as it'll make more sense to navigate, reference and talk about.




Apologies in advanced, I'm not a content creator so it can be a little dry at times but it explains all the thoughts behind the example.

Village Farmer Hero

 [UtilityAIFramework-DemoWalkThrou](https://drive.google.com/file/d/1ummoMQjT99Mpat85Qib1g5hlZCWrG19A/view?usp=drivesdk)
[gh-FarmerHero.mkv](https://drive.google.com/file/d/1ummoMQjT99Mpat85Qib1g5hlZCWrG19A/view?usp=drivesdk)

Turn Base Spell

 [UtilityAIFramework-DemoWalkThrou](https://drive.google.com/file/d/11HeUMY0fFT5uM_dZN6Hle9py1ZqKfWpi/view?usp=drivesdk)
[h-TurnBaseSpell.mkv](https://drive.google.com/file/d/11HeUMY0fFT5uM_dZN6Hle9py1ZqKfWpi/view?usp=drivesdk)

Important to Note

A few of the demo code has changed a little.

Actions that performs over time now is simpler and more performant.

You can now simply override Perform and return **PerformByDuration()** and then override **OnPerformByDurationCompleted()** to call the actual perform.

```
public override EActionStatus Perform(Agent agent)
{
    return PerformByDuration(agent);
}

protected override void OnPerformByDurationCompleted(Agent agent)
{
    if (_targetTree == null)
        return;

    var data = Agent.GetContext<ExampleDataContext>();
    data.Inventory.Wood += 1;
    data.Inventory.Money += 0.3f;

    _targetTree.OnChopped();
}
```