Paired Programming Exercise

Dawson and Matt- PlayerAI chest issues

Dawson and I both worked on an issue present in the game where in demo mode as the player approached a treasure chest would freeze in place. This was caused by the collider associated with the chest causing an unwalkable area generated by A\* pathfinding program. First, I proposed and demonstrate the problem to Dawson so that we could work together to find a solution. Then, we decided the best solution would be to have the player agent teleport a very small distance away to place the player agent back in a walkable zone. I started as the driver and had Dawson navigate a draft to initiate a function for a collider interaction. Inside of the collider function if the GameObject tag was the chest for the collider the player would teleport slightly in the opposite direction. After the function was drafted Dawson took over as the driver and I navigated through the debugging process. We tidied some items in the code such as generating the position in which the player would teleport to. Also, we fixed some issues with the searching process the PlayerAI script uses for chests. Afterwards the demo mode executed with the PlayerAI now able to loot chests as well.