Technical Notes for player and enemy AI

Shooting

Raycasts to detect hit from camera to screen point, (currently buggy when aiming at skybox, bullets fire backwards)

Enemies will be destroyed on one hit so far

Implemented ai movement using a Nav mesh

Field of vision mechanic calculated using targetDirection of vector3.angles from the enemy position to the player position, direction is determined by targetDirection’s magnitude.

Using Gizmos to draw the field of vision range for the enemies. (For debugging purposes)

Implemented line of sight using raycasthit and checking the transform vs the player transform.