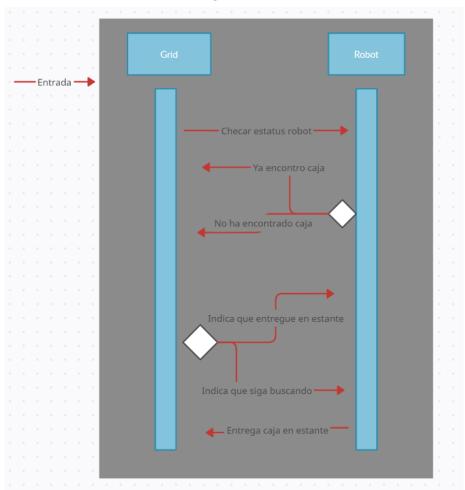
AGENTPY





UNITY

Class Controller - prefab Caja - prefab Robot - prefab RobotCaja - list PrefabCaja - list PrefabRobot - list PrefabRobotCaja - Vector3.MoveTowards(); - Vector3.LookAt(); - GameObject.SetActive();

