

# Quest 6 - Pathfinding AI with NavMesh

Max Grade of 60% if Project has Red Error in Unity Console

## **This Quest Focuses On:**

- Pathfinding AI usage with Unity NavMesh

## **Summary**

Explore using Pathfinding AI with Unity NavMesh in a couple different gameplay scenarios.

## **Core Loop Requirements**

### Inputs/Actions

- First-Person character rig from Q3
  - WASD Movement
  - Mouse Look
- E to interact from Q5

### Obstacles/Challenge

- Level obstructions
- Enemies with different follow behaviors (see below)

### Goal

- Escape

## **Additional Quest Details/Requirements:**

- Project Name - "Q1\_LastNameFirstName"
- Scene "Q6"
- Enemy Behavior Types
  - Enemy follows you constantly, adjusting for any static and dynamic obstructions
  - Enemy follows you depending on alert status and patrols a set route