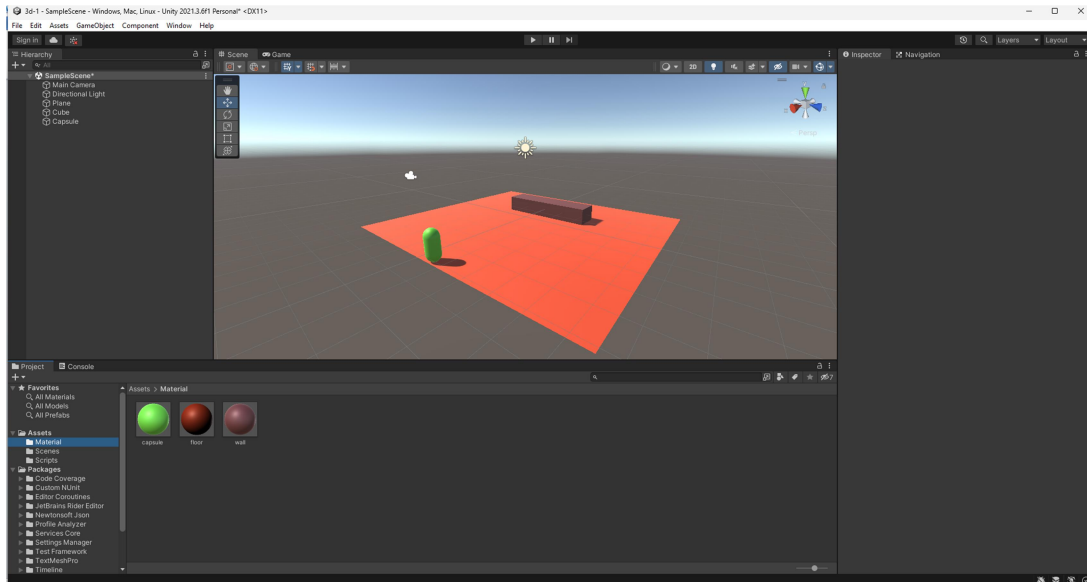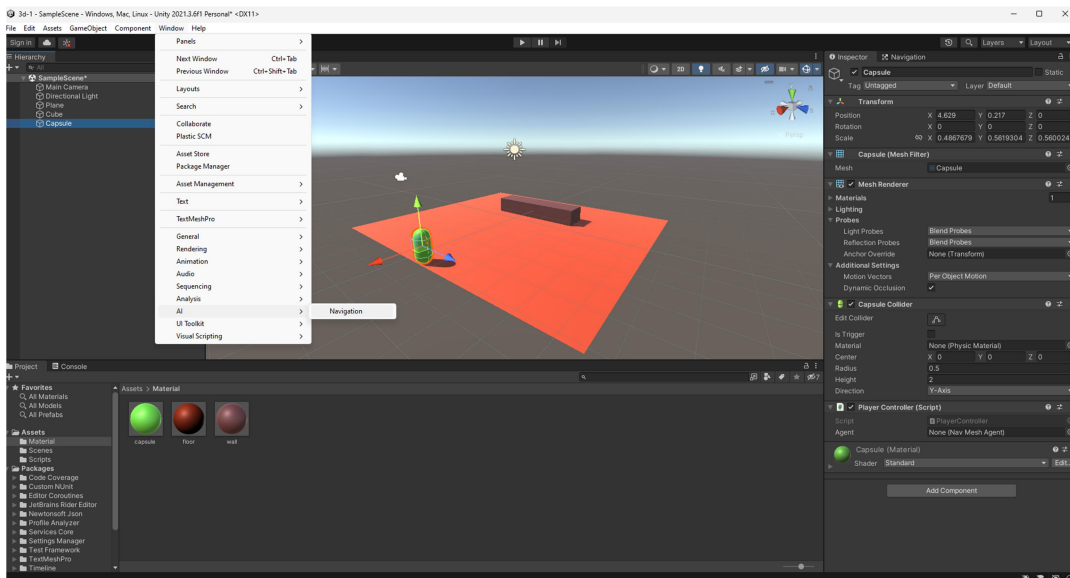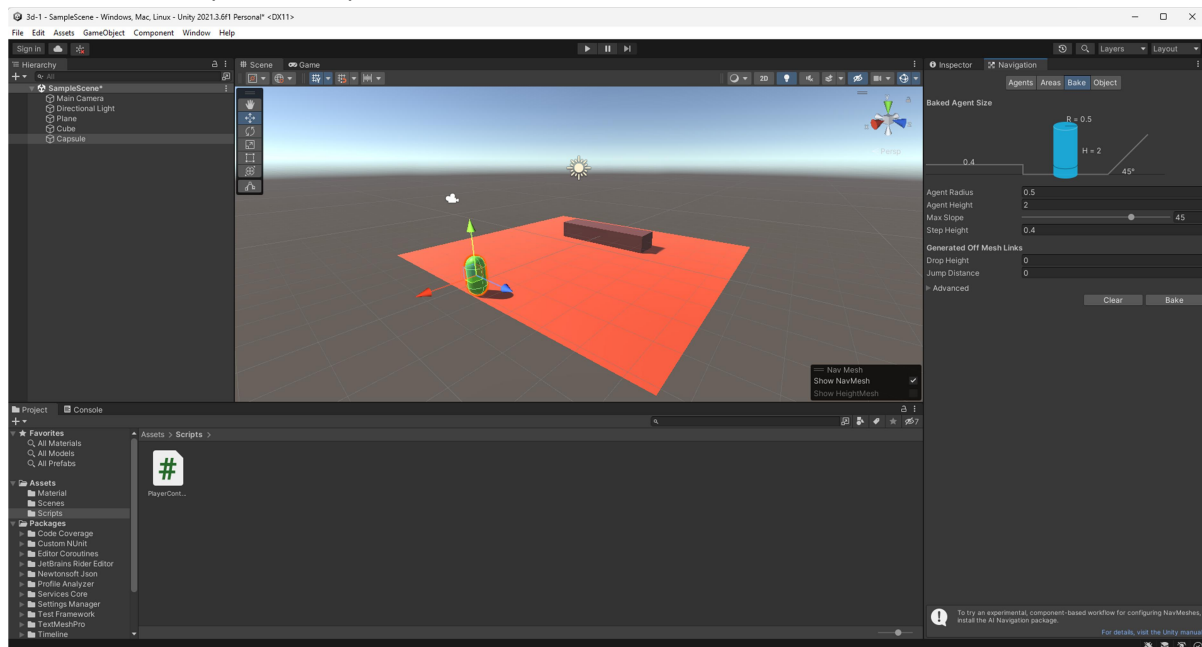LAB 10

Sudharshanan Balaji

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Make the Scene:

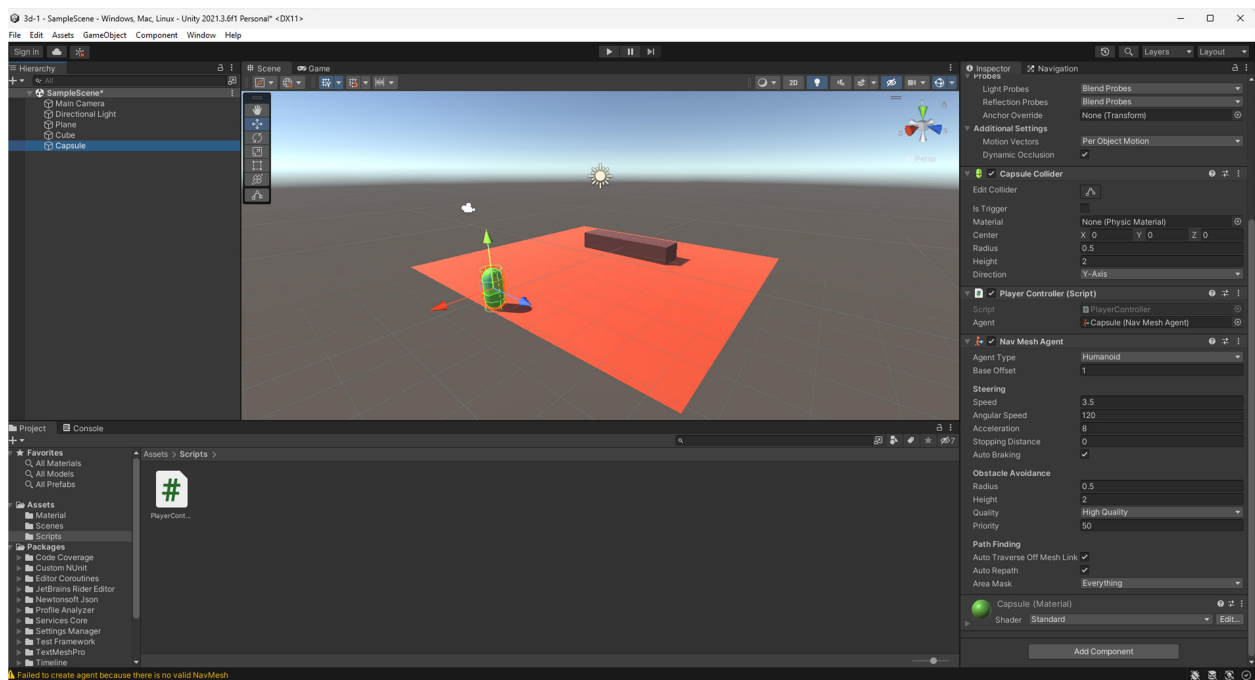It consists of plane, capsule, wall and add the materials to the each component

Now click on capsule and add AI navigation:
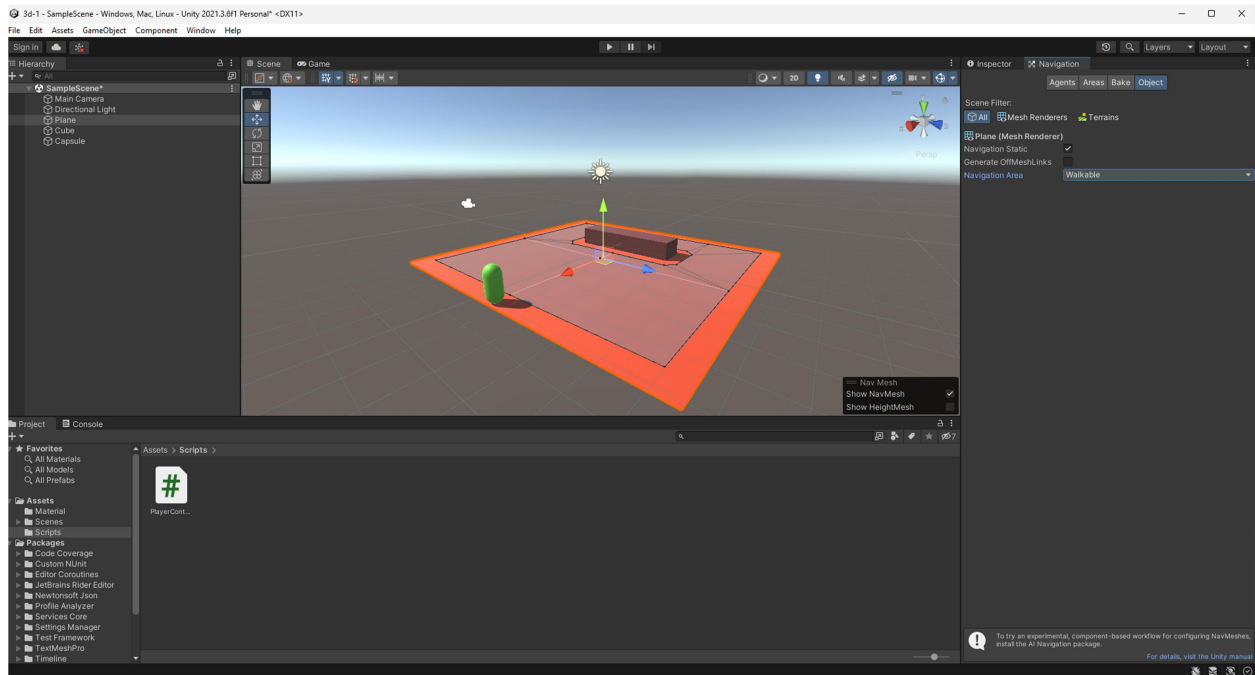
Now add the script to the capsule:
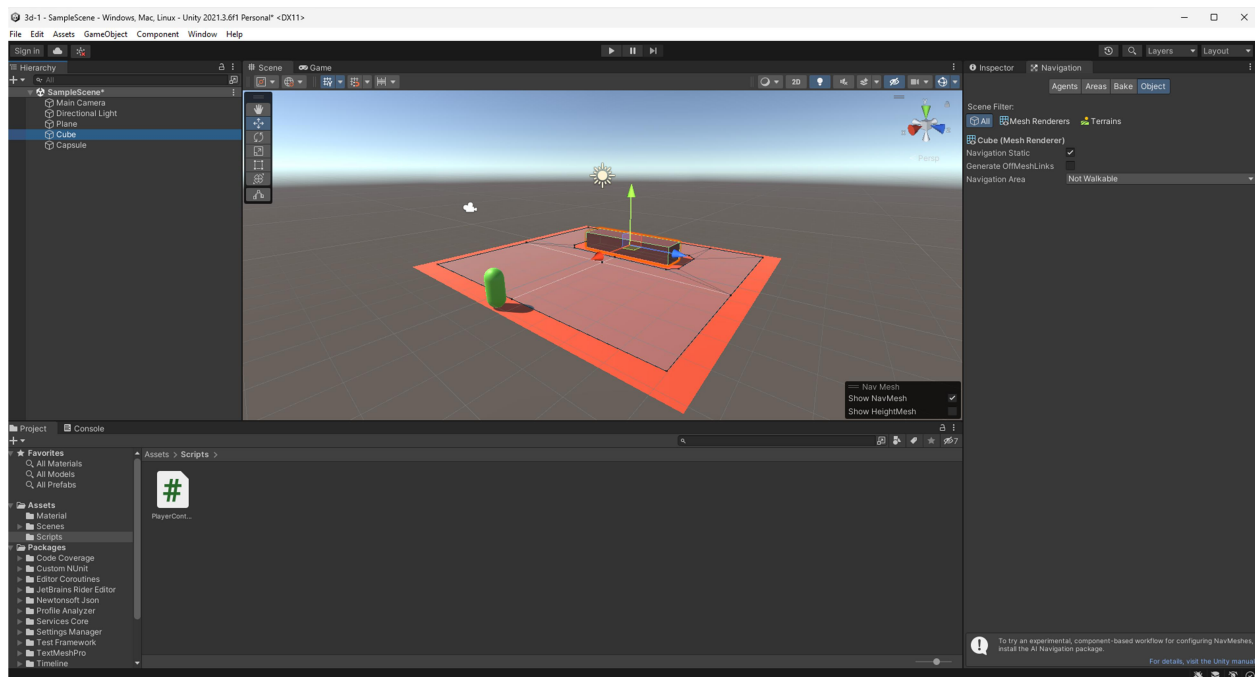

Add component NavMesh agent:

Drag and drop the NavMesh agent component to the script.

Click walkable for plane:

Click non walkable for wall:

Click bake for plane

Script Used:

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.AI;

public class PlayerController : MonoBehaviour {
    public NavMeshAgent agent;
    // Start is called before the first frame update
    void Start() {

    }

    // Update is called once per frame
    void Update() {
        if(Input.GetMouseButtonDown(1)) {
            Ray movePosition = Camera.main.ScreenPointToRay(Input.mousePosition);
            if(Physics.Raycast(movePosition, out var hitInfo)) {
                agent.SetDestination(hitInfo.point);
            }
        }
    }
}
```

Game Playlink:

https://drive.google.com/file/d/1m_vBJZcF7ARmHdYGmPqa0_0Yekb6kjhd/view?usp=share_link