Unity RPG Tutorial- STATE MACHINE BEHAVIOURS ADVANCED AI

\*\* Remember to reference to the animator, and to look up player animations before creating an enemy character.

1. In the Parameters window, once the animator has been opened up by selecting your enemy character, then animator, and create a new Parameter. Call it “isFollowing”, make sure this is a bool value.
2. Right click from Idle animation, and click “Make Transition” and drag it to your outside Follow animator that has been selected. Make it go in on the outside of the web. Make sure that the directions you move for the enemy has been collaborated. Make sure the parameter isFollowing is true for this transitition. Now right click on your follow animator button, and “Make Transition” Now make this condition “isFollowing” set to false going this way.
3. Now click on your follow animation. Go over to the right in the inspector and click “Add Behaviour”. Call This Script FollowBehaviour

Here are a few commands in c# for randomly changing your Boolean value to randomly react, then another line of code for when the enemy gets close, it will continue to follow you. Create separate scripts and add components of the script to call this function call this script BoolFollowing by right clicking on your scripts folder, then creating a c# script

void Awake() { SetToTrue(//name of bool value); print(//name of bool value); } public void SetToTrue(bool boolvalue) { boolvalue = (Random.Range(0,2) == 0);

With this script, we use it to make a function which will get the random

}

IEnumerator Countdownforwalk

{

while(true)

{

yield return new WaitforSeconds(2f); // 2 seconds of waiting…

Boolean boolvalue = (Random.Range(0,2) == 0);

If(boolvalue == true){

Debug.Log(“Bool value for enemy 1 is true”);

Animator.SetBool(“IsFollowing”, true

} else {

Debug.Log(“It’s false!”);

}

This can then be added in the script in the update function (in StateMachineBehaviour script)