**Video Sources**:

1. <https://www.youtube.com/watch?v=HeQ89e27ehc>

Uses a waypoint system for collision detection. Seems to be able to backup and break freely if a collision is detected.

1. <https://www.youtube.com/watch?v=mP7ulMu5UkU>

Simple video over NavMesh. Seems to function well, more so than waypoints. In-game calls are also easier to dynamically set.

**Resources**:

1. <http://docs.unity3d.com/Manual/Navigation.html>

NavMesh stuff.

1. <http://answers.unity3d.com/questions/35470/how-to-make-waypoints.html>

Simple code on basics of ways points.

**Pseudocode**:

1. Instantiate a list of waypoints in a master list in order from start to finish.
2. Using NavMesh, set the target destination as the first point.
3. Once the target position has been met, move the target location to the next waypoint.
4. Profit?

Things to consider: Breaking, collisions, aggression towards player

You should also systemically move the waypoints as well, so the AIs don’t use the same path.

**AI Profiles**:

**Aggression**:

Set target location to player, and attempt to ram him. Probably can use a percentage value to determine the rate at which the AI agent will attempt to hit player. Another possibility is using Sphere colliders to check if player is in a range to hit him.

**Passive**:

Move as fast as possible without getting hit by the player. Again sphere colliders may come in handy for this.