



sturdyspoon Updating to Unity 2019.4.8f1		a1aecbd on Aug 18, 2020	🕒 200 commits
Assets	Reordering files.		11 months ago
Packages	Updating to Unity 2019.4.8f1		7 months ago
PreviewImages	adding the preview images		6 years ago
ProjectSettings	Updating to Unity 2019.4.8f1		7 months ago
.gitignore	Updating to Unity 2019.4.3f1.		9 months ago
LICENSE.md	Create LICENSE.md		6 years ago
README.md	Update README.md		2 years ago
UnityMovementAI.unitypackage	Updating to Unity 2019.4.8f1		7 months ago

README.md

Unity Movement AI

Unity Movement AI is a library of common movement AI scripts known as Steering Behaviors. You can use these scripts to help your NPCs move around your game.

How to Use

If you want to add this library to your game then import the **UnityMovementAI.unitypackage**. This package includes all of the movement scripts along with some premade game objects that use the scripts.

Feel free to only use what you need from the package.

Examples

If you would like to play around with the library then download this whole repository and open it in Unity. The **Examples** folder holds a number of premade scenes for you to play around with.

Additional Info

The library comes with the following steering behaviors: Arrive, Cohesion, Collision Avoidance, Evade, Flee, Follow Path, Hide, Interpose, Offset Pursuit, Pursue, Seek, Separation, Velocity Match, Wall Avoidance, and Wander.

Most steering behaviors have their own file, but Arrive, Interpose, and Seek are all located within the **SteeringBasics.cs** file.

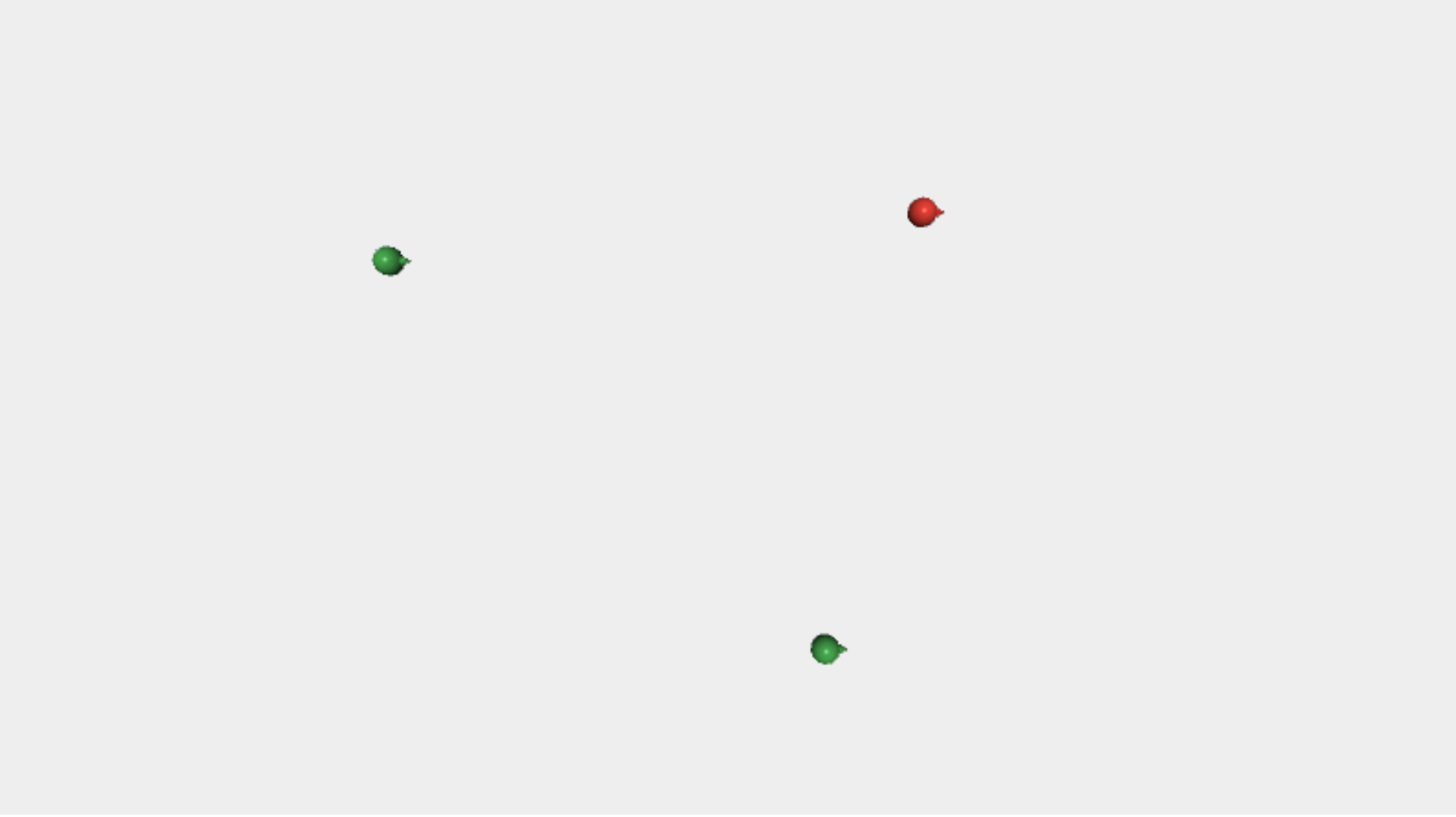
Previews

Here are some previews of the different movement AI that come with this library.

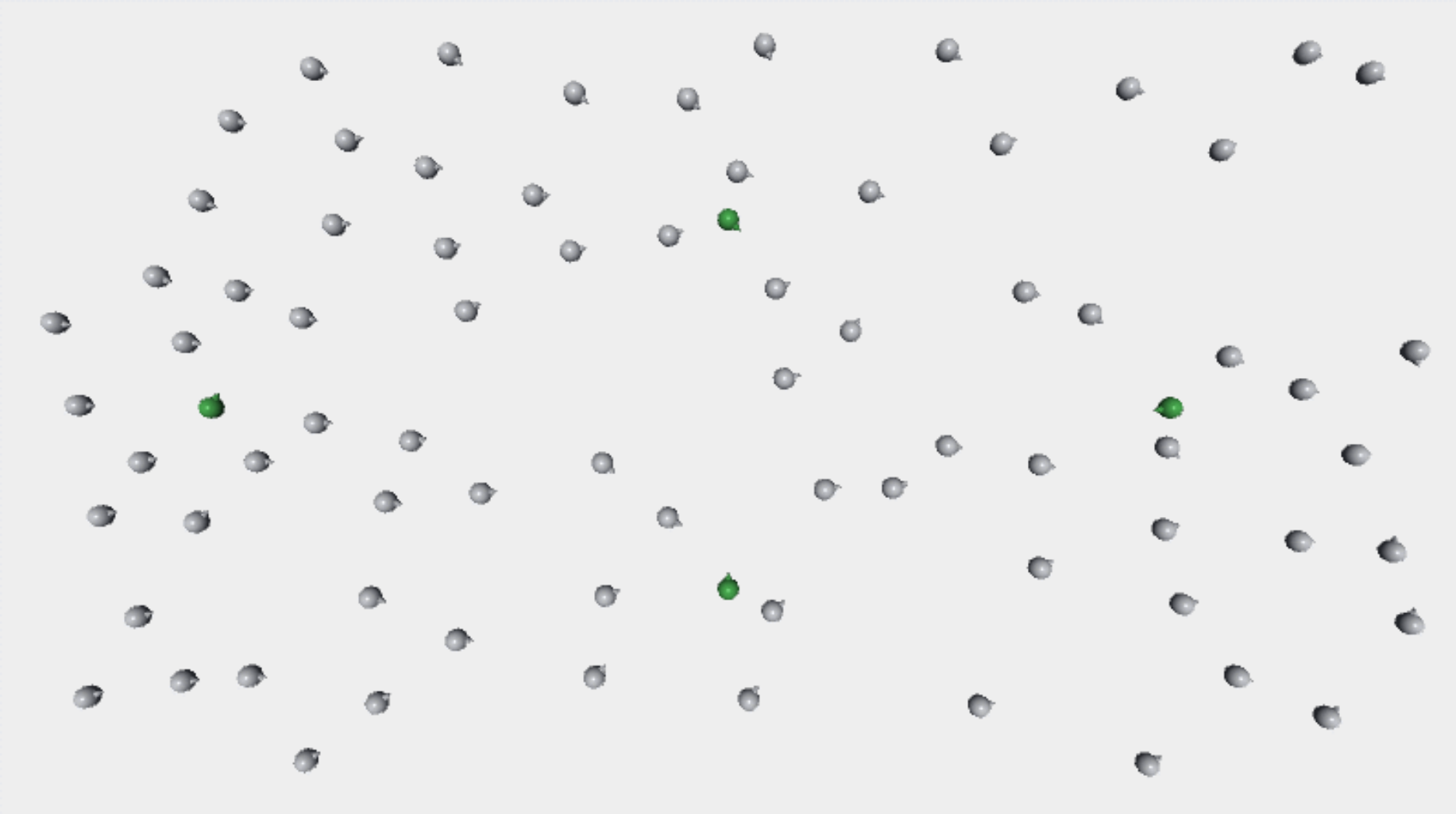
Arrive



Hide



Flocking



Wall Avoidance



About

A Unity library for common movement AI

unity movement steering-behaviors game-ai

Readme

MIT License

Releases

No releases published

Packages

No packages published

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Languages

