Task 4 Evaluation

For phase 2 programming the game Roll-E's Escape. The development of the game required a lot of research to be able to find all the was required to create the AI in the game which will follow the player as the player moves out of the safe zone, and also to make him respawn in a random spot. This would allow a certain degree of randomized gameplay where the game would play differently every time the player chooses to play.

One major problem I encountered while programming the game was the respawn of the player as I was using the transform.position to give the player a new Vector 3 position but since the player contained a nav agent component on it wouldn't accept the Vector 3 positioning properly. After trying different ways to apply the transform I found a piece of code on the Unity documentation which explains that to move a nav agent and change it's position during runtime there is a specific method called Warp() which accepts a Vector3 but is able to change the position of the nav agent accurately on runtime.

This was the first I experimented with the nav mesh so for future projects I will try to find more specifics about the new component I would be using before diving in and trying to program so as not to encounter problems like this while programming the game.