Alan Cheung

Professor Venkata Margapuri

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**Question 5a:**

The navigational mesh for AI in Unity utilizes AI in order to perform AI pathfinding. One feature is automatic pathfinding. Whenever the navigational mesh calculates how an object should travel to a destination, it automatically finds the best path to that destination. Another feature is obstacle avoidance. The route that the navigational mesh agent calculates will be adjusted such that obstacles are avoided.