

Using Artificial Intelligence in Unity

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Autonomously Moving Agents

Creating believable game characters using AI techniques

Working with NavMesh agents to recreate steering behaviors to create non-player characters that move around independently in a game environment and make choices about their movements based on the location and orientation of the player character

Using C# and Unity (2019.4.1f1) and NavMesh Agents

#1 AI (Seek):

One agent seeks the other agent

#2 AI (Flee):

One agent flees from the other agent

#3 AI (Pursuit):

Adding pursuit behavior and understanding differences between seek and pursuit

#4 AI (Evade):

Using evade to show agent move away from predicted location of the target

#5 AI (Wander):

Producing wander behavior that will have the agent freely walk around the environment with smooth randomness

#6 AI (Hide):

Hiding one agent from the other one. Agent hides behind the closest obstacle in the environment.

How to use:

Each AI behavior has been commented. Hence, for playing each of them just uncomment that one to see that behavior.

Video Link:

<https://vimeo.com/431375369>

GitHub:

<https://github.com/alivojdanian/UnityAI>