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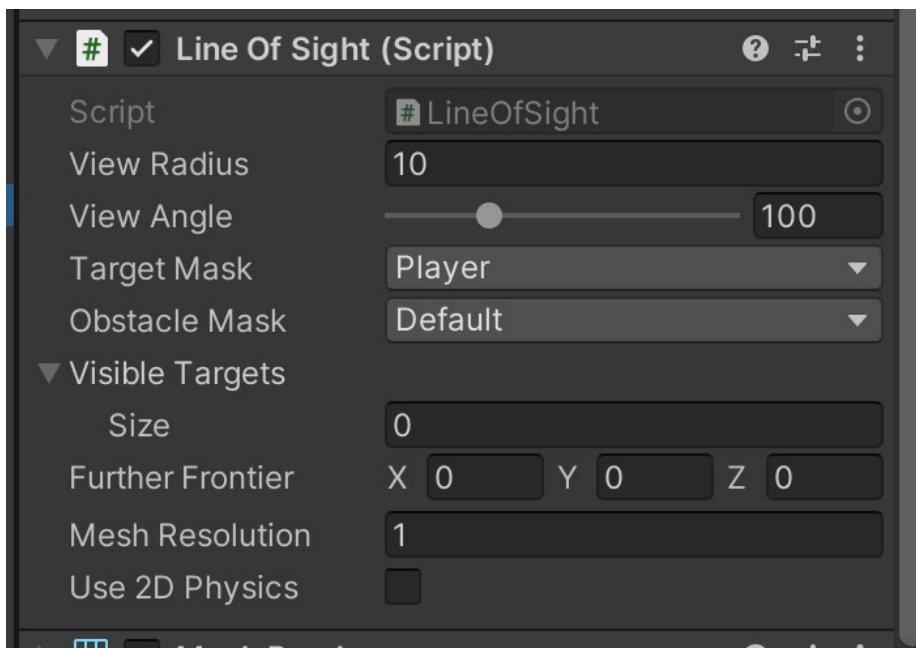
Open the 2 demo scenes and play around.

**How to use:**

This asset is made to give you the backbone for your implementation of AI with cone of vision in your game.

If you inspect the Enemy prefab you will see that it has a GameObject called LineOfSight.

That GameObject has a component with the same name that allows you to modify the shape of the vision cone.



This Component is used as a "sensor" for the AI of the enemies.

The AI of the enemy is implemented as a simple state machine (FSM) in the script EnemyAI.cs.

Note that it is defined as an abstract class, so for your implementation you will need

to create a new script that inherits from EnemyAI.

Which means that you will have to implement these methods according to your scene.

```
// In your inherited class you have to implement this methods,  
// inside you can set Animator parameters and interact with the environment.  
⚡ Frequently called 1 usage 2 overrides  
internal abstract void DoPatrol();  
⚡ Frequently called 1 usage 2 overrides  
internal abstract void DoIdle();  
⚡ Frequently called 1 usage 2 overrides  
internal abstract void DoFollow();  
⚡ Frequently called 1 usage 2 overrides  
internal abstract void DoAttack();
```

You can look at the script RedSphereAI.cs as reference.

Best of luck in your adaptation, and happy development!

If you have questions or need support reach us at [support@xamin.it](mailto:support@xamin.it)