

Assign 'Mini Map' to the layer
of indicator plane which
attached to the child object of
zombie prefab

ZOMBIE AI

Documentation

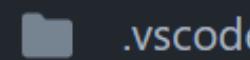
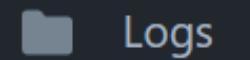
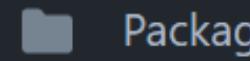
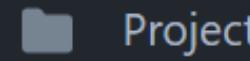
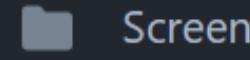
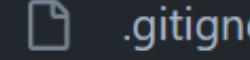
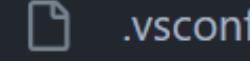
TO

START

THIS PROJECT IN A NEW UNITY
PROJECT



FIRST
DOWNLOAD
THE PROJECT
FROM GITHUB

[Code](#)[Issues](#)[Pull requests](#)[Discussions](#)[Actions](#)[Projects](#)[Wiki](#)[Security](#)[Insights](#)[Settings](#)[main](#) [1 branch](#)[13 tags](#)**baponkar** Update README.md[.github](#)[Create FUNDING.yml](#)[.vscode](#)[Change Project](#)[Assets](#)[Player added](#)[Logs](#)[Player added](#)[Packages](#)[Updated FSM](#)[ProjectSettings](#)[reduce size and deleted](#)[ScreenShots](#)[change screenshot](#)[UserSettings](#)[deleted behavior tree](#)[.gitignore](#)[Change Project](#)[.vsconfig](#)[Behavior tree deleted...fully statemachine controlled](#)[Go to file](#)[Add file](#) [Code](#)

Local

Codespaces

Clone

[HTTPS](#) [SSH](#) [GitHub CLI](#)<https://github.com/baponkar/zombie-ai.git>

Use Git or checkout with SVN using the web URL.

Open with GitHub Desktop

Open with Visual Studio

Download ZIP

5 months ago

9 hours ago

About

Zombie AI for Unity with State Machine and Behavior Tree Controlled.

[game](#)[ai](#)[unity](#)[game-development](#)[unity3d](#)[character](#)[npc](#)[enemy](#)[zombie](#)[enemynpc](#)

Readme

GPL-3.0 license

19 stars

1 watching

2 forks

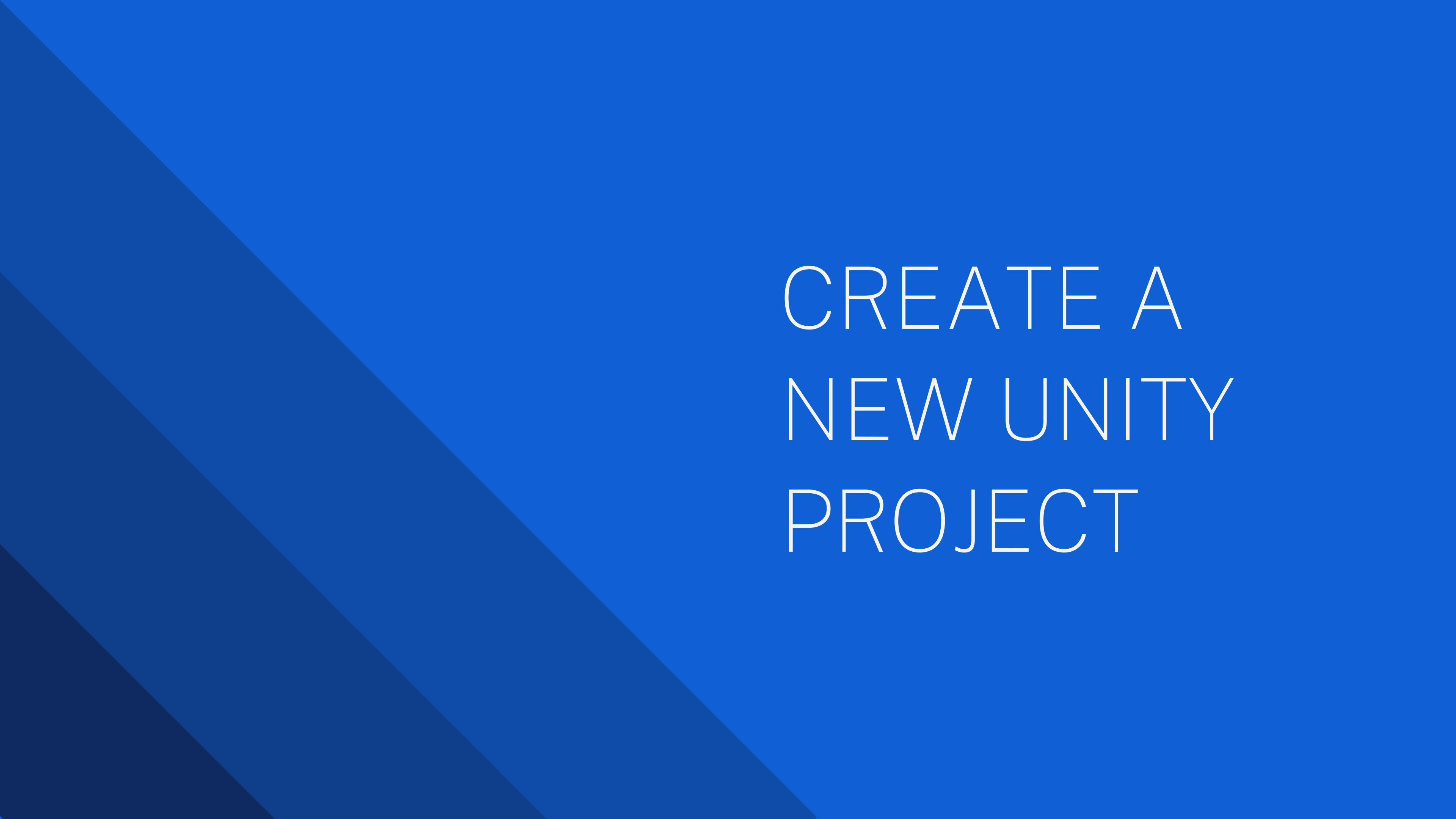
Releases

 13

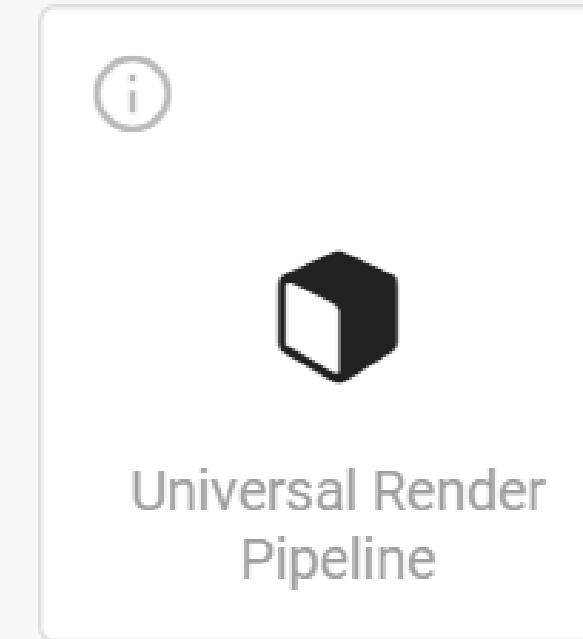
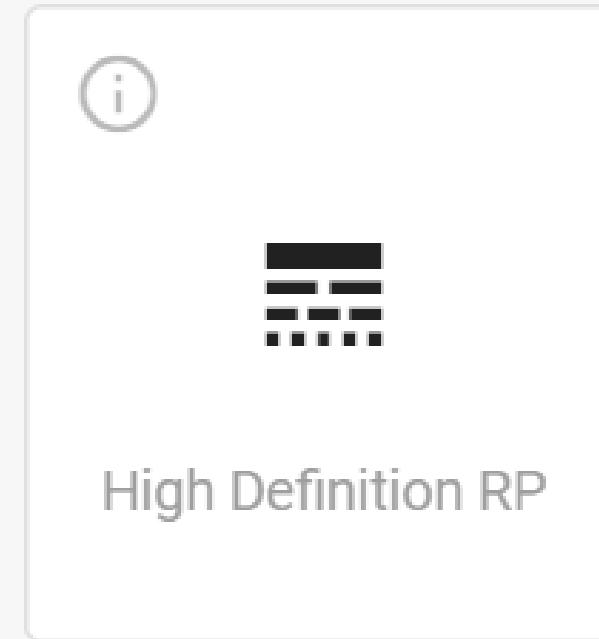
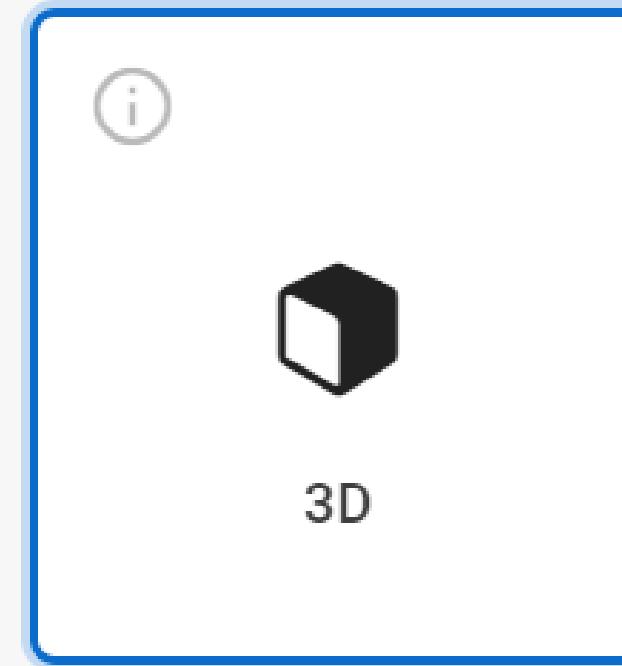
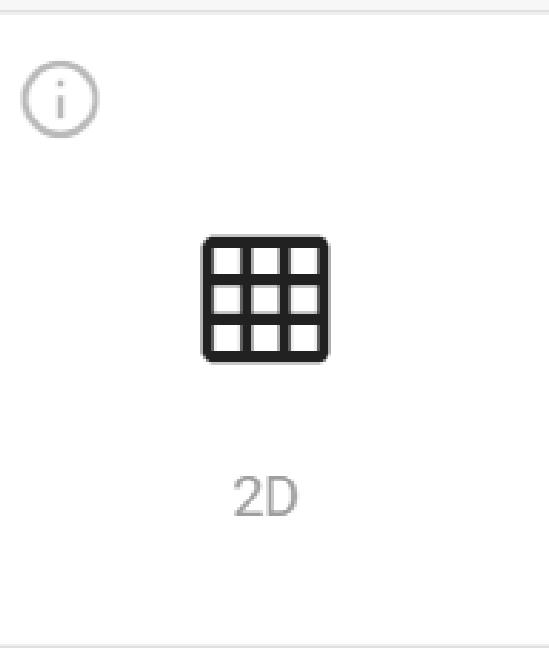
A FPS Player added

Latest

7 hours ago



CREATE A
NEW UNITY
PROJECT



Project Name *

Zombie Ai Test

Location *

C:\Users\Bapon\Downloads\KinoFog

...

This appears to be taking longer than usual, please continue waiting.

CANCEL

CREATE



PUT ZOMBIE_AI_FSM
FOLDER INTO YOUR UNITY
PROJECT'S ASSET FOLDER

Name	Date modified	Type	Size
_Zombie_ai_Fsm	07-01-2023 22:53	File folder	
_Zombie_ai_Fsm.meta	07-01-2023 13:07	META File	1 KB

Project Console

+ ★ Favorites

▶ Assets

▶ Packages

Assets

Scenes

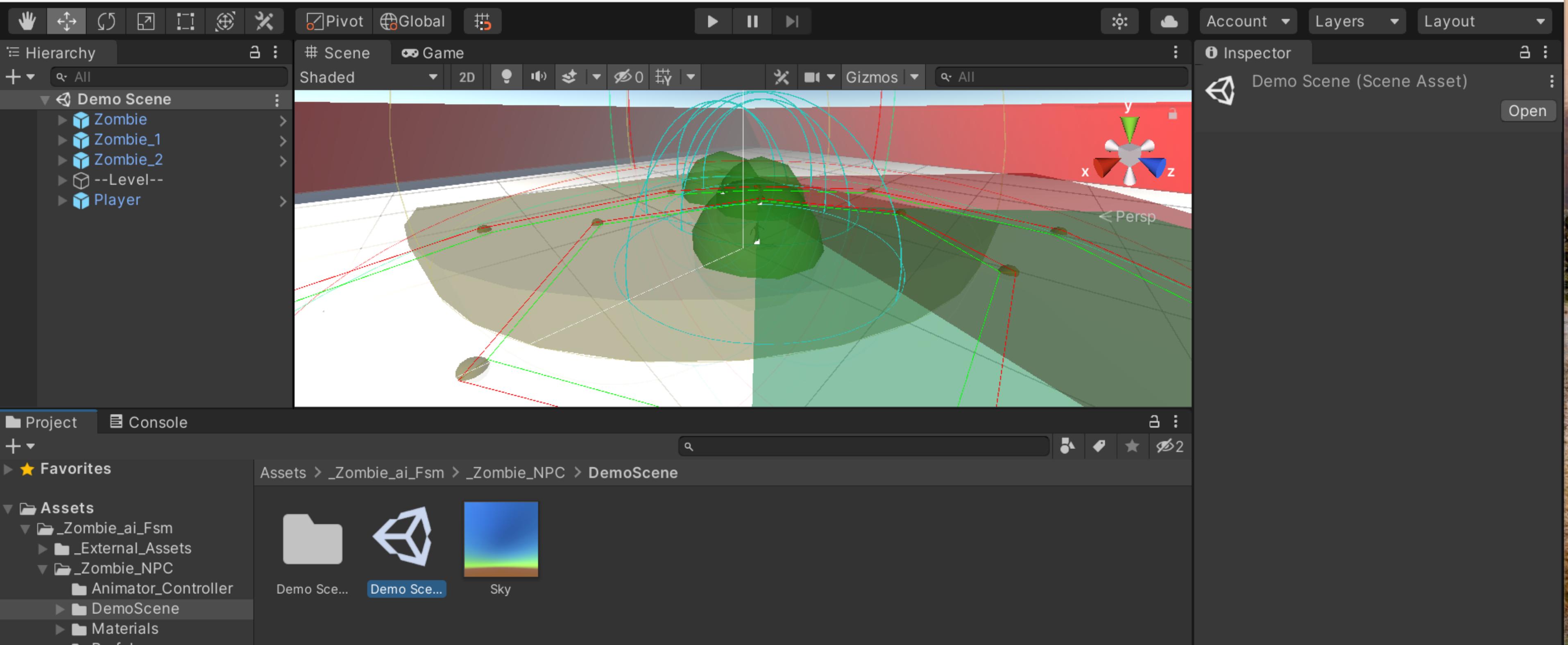
☰



Open
Demoscene

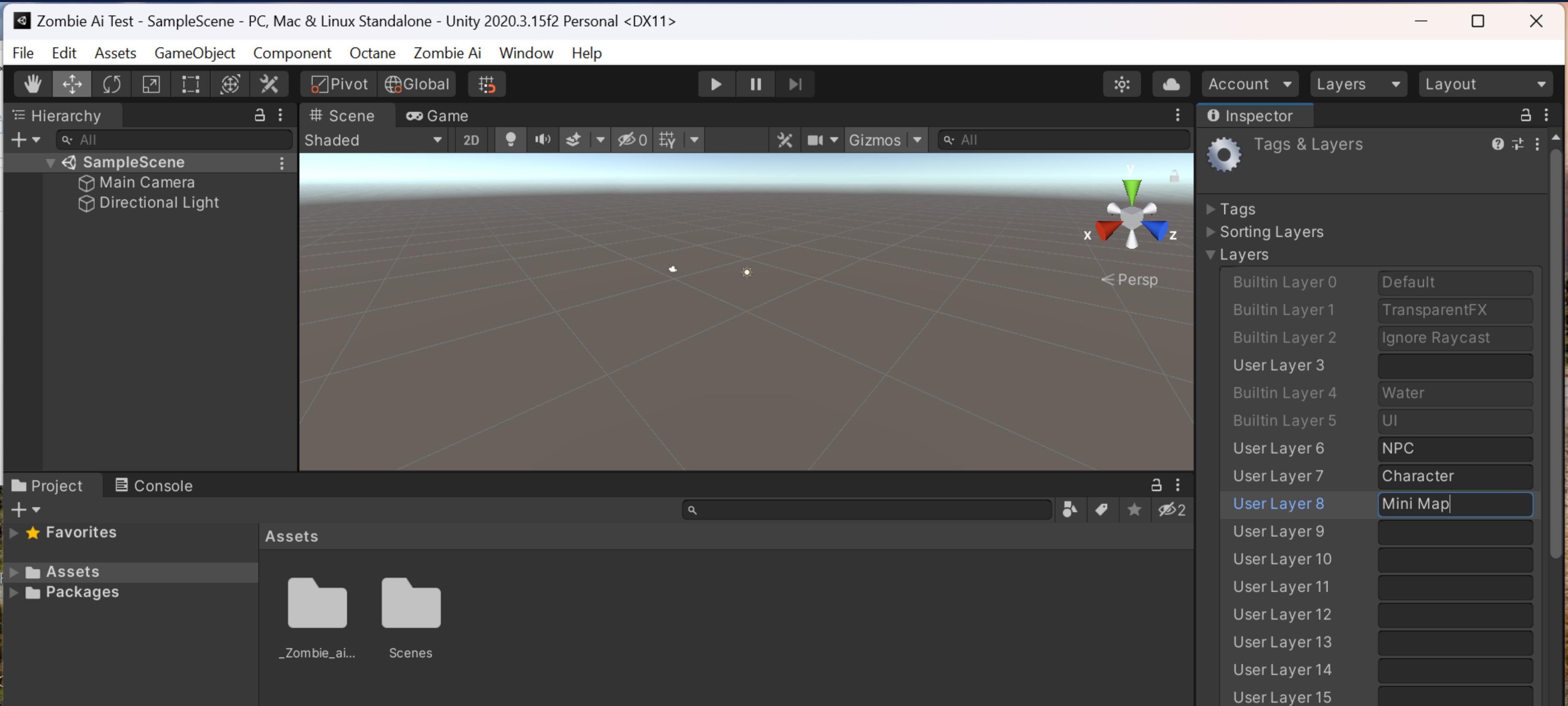
Zombie Ai Test - Demo Scene - PC, Mac & Linux Standalone - Unity 2020.3.15f2 Personal <DX11>

File Edit Assets GameObject Component Octane Zombie Ai Window Help





ADD NEW THREE
LAYERS 'Character',
'NPC', 'Mini Map'



Zombie Ai Test - Demo Scene - PC, Mac & Linux Standalone - Unity 2020.3.15f2 Personal* <DX11>

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Pivot Global



Account Layers Layout

Hierarchy



Scene

Game

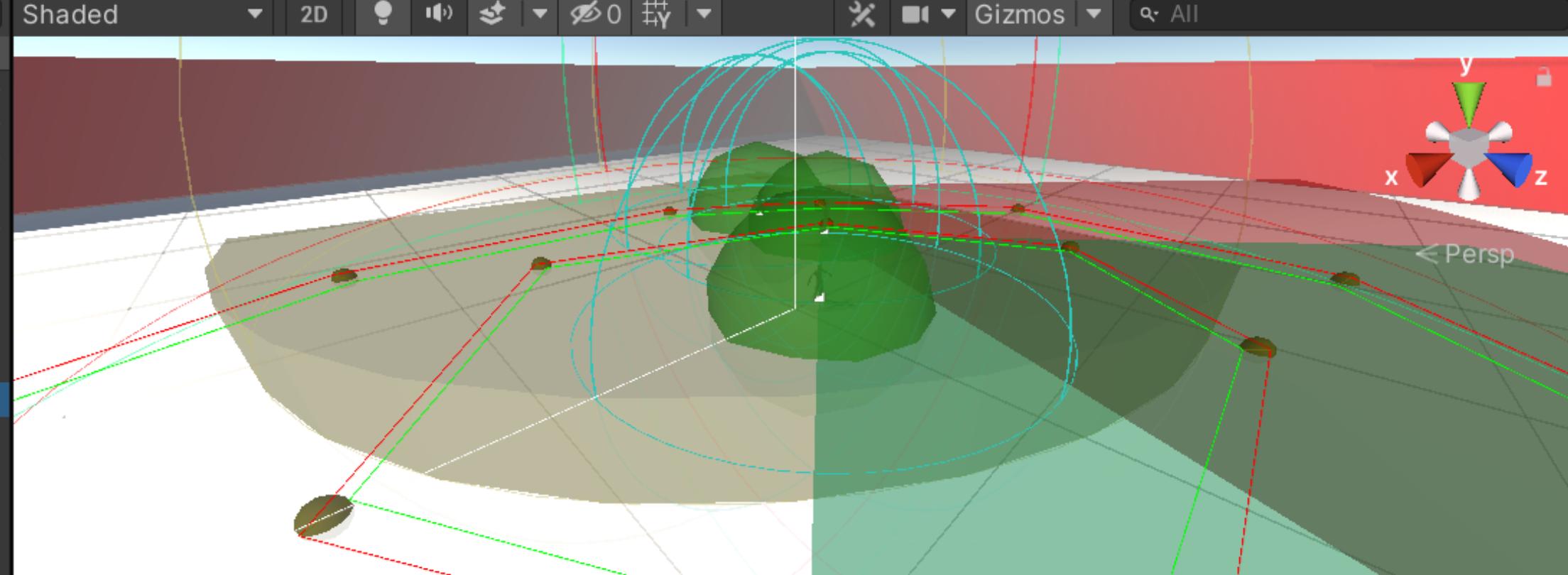
Shaded 2D

Gizmos

All

Demo Scene*

- Zombie
- Zombie_1
- Zombie_2
- Level--
- Player
 - GFX
 - FPSCamera
 - Ground_Check
 - UI
- Indicator_Plane



Inspector

Indicator_Plane

Static

Tag	Untagged
Layer	0: Default
	1: TransparentFX
	2: Ignore Raycast
	4: Water
	5: UI
	6: NPC
	7: Character
	8: Mini Map
Add Layer...	

Mesh Render

- Materials
- Lighting
- Probes
- Additional Settings

Green_Arrow (Material)

Shader UI/Lit/Detail

Edit...

Add Component

Project

Console

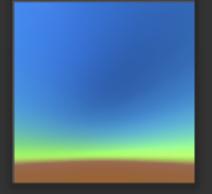


Favorites

Assets

- _Zombie_ai_Fsm
- _External_Assets
- _Zombie_NPC
 - Animator_Controller
 - DemoScene
 - Materials
 - Prefabs

Assets > _Zombie_ai_Fsm > _Zombie_NPC > DemoScene



Demo Sc...

Demo Sc...

Sky



Assign Player
prefab with
'Character'
Layer

Zombie Ai Test - Demo Scene - PC, Mac & Linux Standalone - Unity 2020.3.15f2 Personal <DX11>

File Edit Assets GameObject Component Octane Zombie Ai Window Help

The Unity Editor interface is shown, featuring the following components:

- Hierarchy Panel:** Displays the scene structure. The **Player** object is selected, containing sub-components: **GFX**, **FPS Camera**, **Ground_Check**, **UI**, and **Indicator_Plane**.
- Scene View:** Shows a 3D perspective view of the scene. A green sphere represents the **Player** character, and several colored rays (red, green, blue) originate from it, casting shadows or performing raycasts onto the ground plane.
- Inspector Panel:** Shows the properties of the selected **Player** object.
 - Layer:** Set to **Mini Map**.
 - Transform:** Position X 0, Y 0, Z 0; Rotation X 0, Y 0, Z 0; Scale X 1, Y 1, Z 1.
 - Character:** Slope Limit, Step Offset, Skin Width, Min Move Distance.
 - Player Movement (Script):** Script set to `#PlayerMovement`, Speed 8, Gravity -39.24, Jump Key Space.
- Project Panel:** Shows the project structure under **_Zombie_NPC**. It includes a folder for **DemoScene** and a **Sky** texture.
- Console Panel:** Displays the game console output.

Assign 'Mini Map' to the layer
of indicator plane which is a
child object of Player prefab

Zombie Ai Test - Demo Scene - PC, Mac & Linux Standalone - Unity 2020.3.15f2 Personal* <DX11>

File Edit Assets GameObject Component Octane Zombie Ai Window Help



Pivot Global



Account Layers Layout

Hierarchy

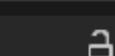
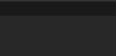
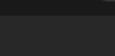
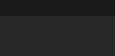
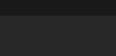
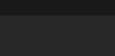
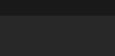
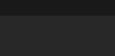
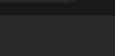
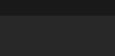
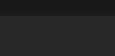


Scene

Game



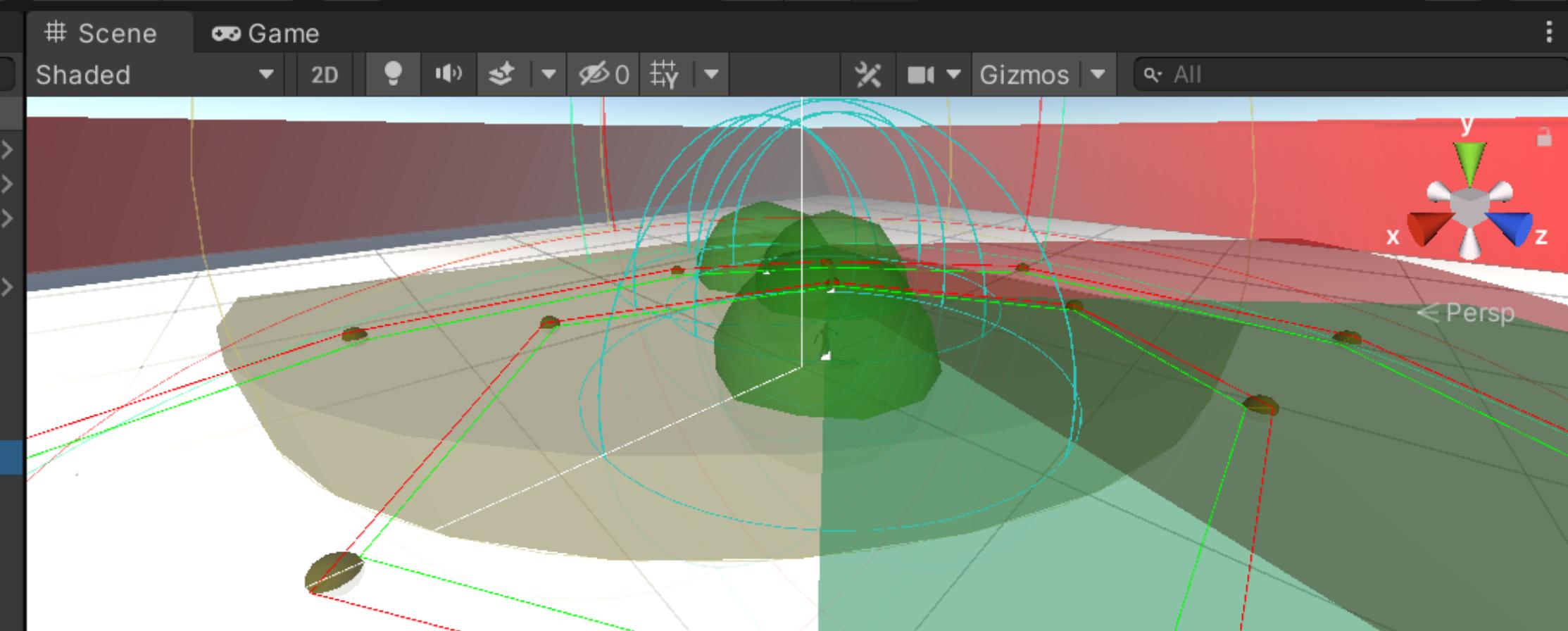
2D



All

Demo Scene*

- Zombie
- Zombie_1
- Zombie_2
- Level--
- Player
 - GFX
 - FPSCamera
 - Ground_Check
 - UI
- Indicator_Plane



Inspector

Indicator_Plane

Static

Tag Untagged

Layer

0: Default

1: TransparentFX

2: Ignore Raycast

4: Water

5: UI

6: NPC

7: Character

8: Mini Map

Add Layer...

Transform

Position X C

Rotation X C

Scale X C

Plane (Mesh)

Mesh

Mesh Render

Materials

Lighting

Probes

Additional Settings

Green_Arrow (Material)

Shader UI/Lit/Detail

Edit...

Add Component

Project

Console

Favorites

Assets

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 - Materials
 - Prefabs

Assets > _Zombie_ai_Fsm > _Zombie_NPC > DemoScene



Demo Sce...

Demo Sce...

Sky



Assign Zombie
prefab with
'NPC' Layer

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File Edit Assets GameObject Component Octane Zombie Ai Window Help



Pivot Global



Account Layers Layout

Hierarchy



Scene

Game



Inspector



+ All

Demo Scene*

- Zombie
- Zombie_1
- Zombie_2
- Level--
- Player
 - GFX
 - FPSCamera
 - Ground_Check
- UI
- Indicator_Plane

Shaded

2D



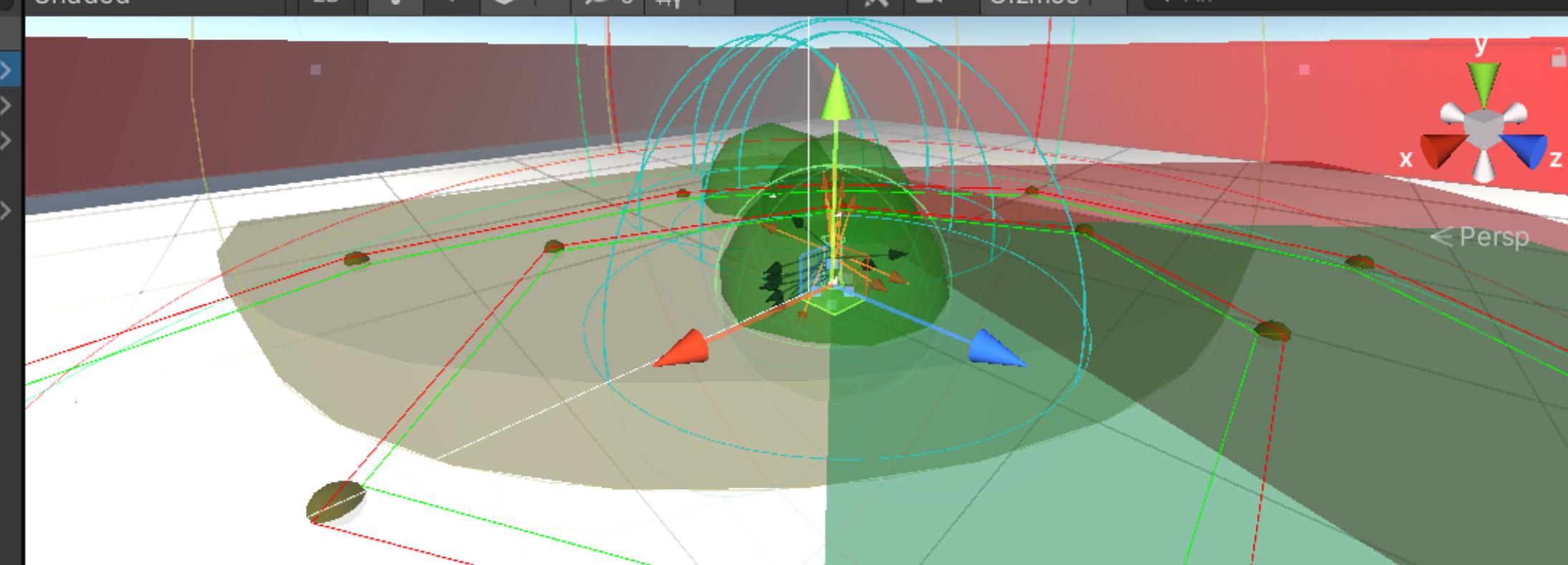
0



All



Gizmos



Layers



Layer Character



Zombie



Static

Tag NPC



Layer Character



0: Default

1: TransparentFX

2: Ignore Raycast

4: Water

5: UI

6: NPC

7: Character

8: Mini Map

Add Layer...

Transform



X

Position



X

Rotation



X

Scale



X

Animator



Controller

Avatar

Apply Root Motion

Update Mode

Culling Mode

Cull Update Transform

Clip Count: 6

Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0

Muscles: 780 Generic: 0 PPtr: 0

Curves Count: 780 Constant: 174 (22.3%)

Dense: 392 (50.3%) Stream: 214 (27.4%)



Sphere Collider



Edit Collider



Is Trigger

Material

Project

Console



Favorites

Assets

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 - Materials
 - Prefabs

Assets > _Zombie_ai_Fsm > _Zombie_NPC > DemoScene



Demo Scen...

Demo Scen...

Sky

Zombie Ai Test - Demo Scene - PC, Mac & Linux Standalone - Unity 2020.3.15f2 Personal* <DX11>

File Edit Assets GameObject Component Octane Zombie Ai Window Help



Pivot Global



Account

Layers

Layout

Hierarchy



All



+



?



?

Demo Scene*

Zombie
Base HumanPelvis
Z_Mesh
Indicator_Plane

Zombie_1
Zombie_2
--Level--

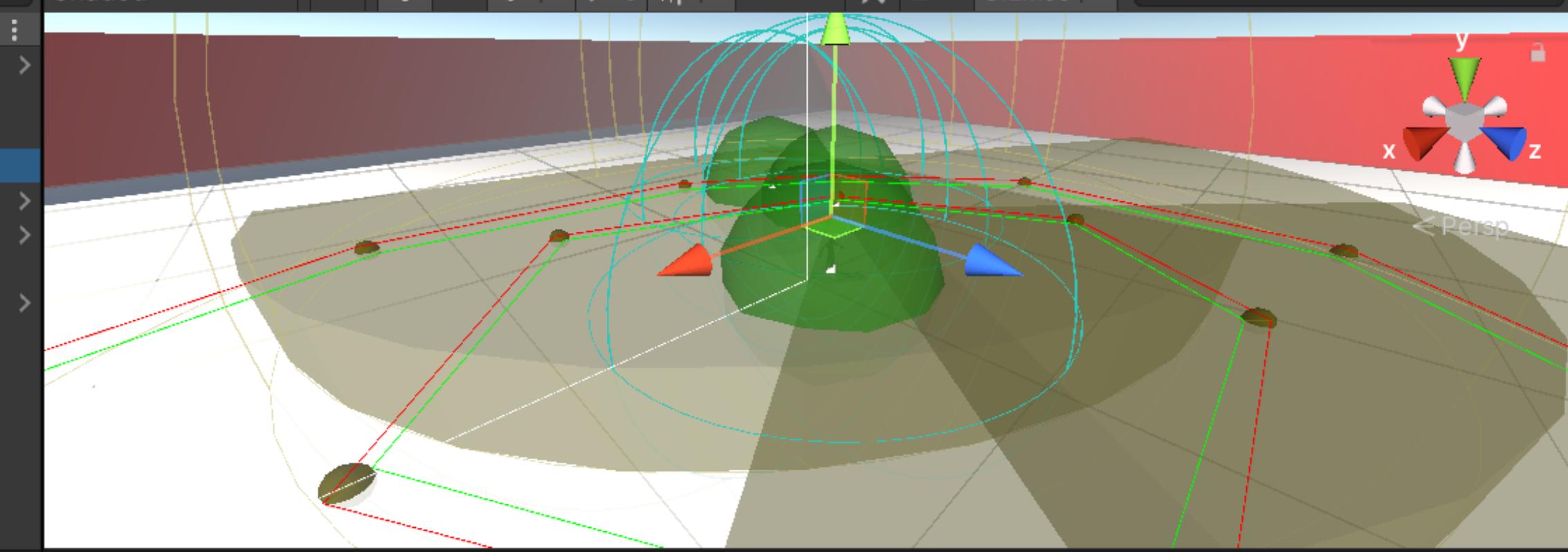
Player
GFX
FPSCamera
Ground_Check
UI
Indicator_Plane

Scene

Game

Shaded

2D



Inspector



Indicator_Plane



Tag Untagged



Layer NPC

Default

TransparentFX

Ignore Raycast

Water

UI

NPC

Character

Mini Map

Add Layer...

Mesh

Mesh Renderer

Materials

Lighting

Probes

Additional Settings

Red_Arrow (Material)

Shader UI/Lit/Detail

Edit...

Add Component

Project

Console



+



Favorites

Assets

_Zombie_ai_Fsm

_External_Assets

_Zombie_NPC

Animator_Controller

DemoScene

Materials

Prefabs

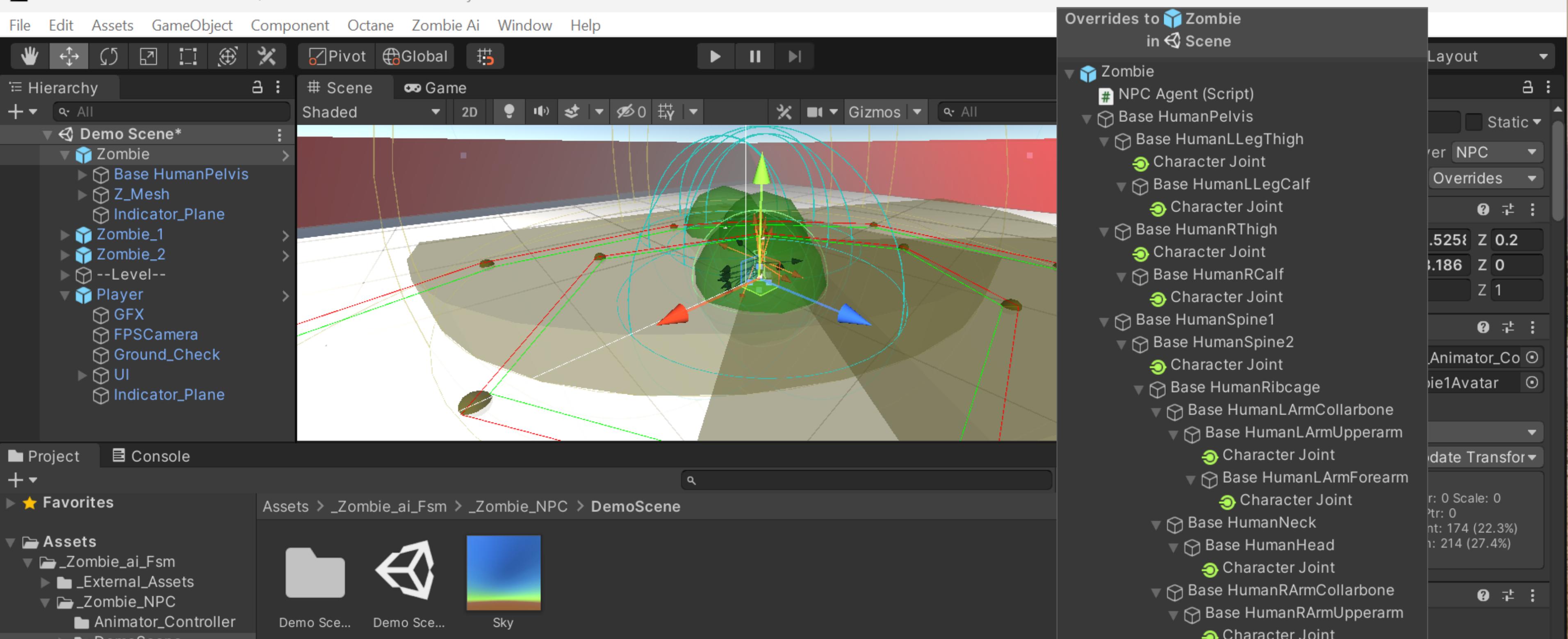
Assets > _Zombie_ai_Fsm > _Zombie_NPC > DemoScene



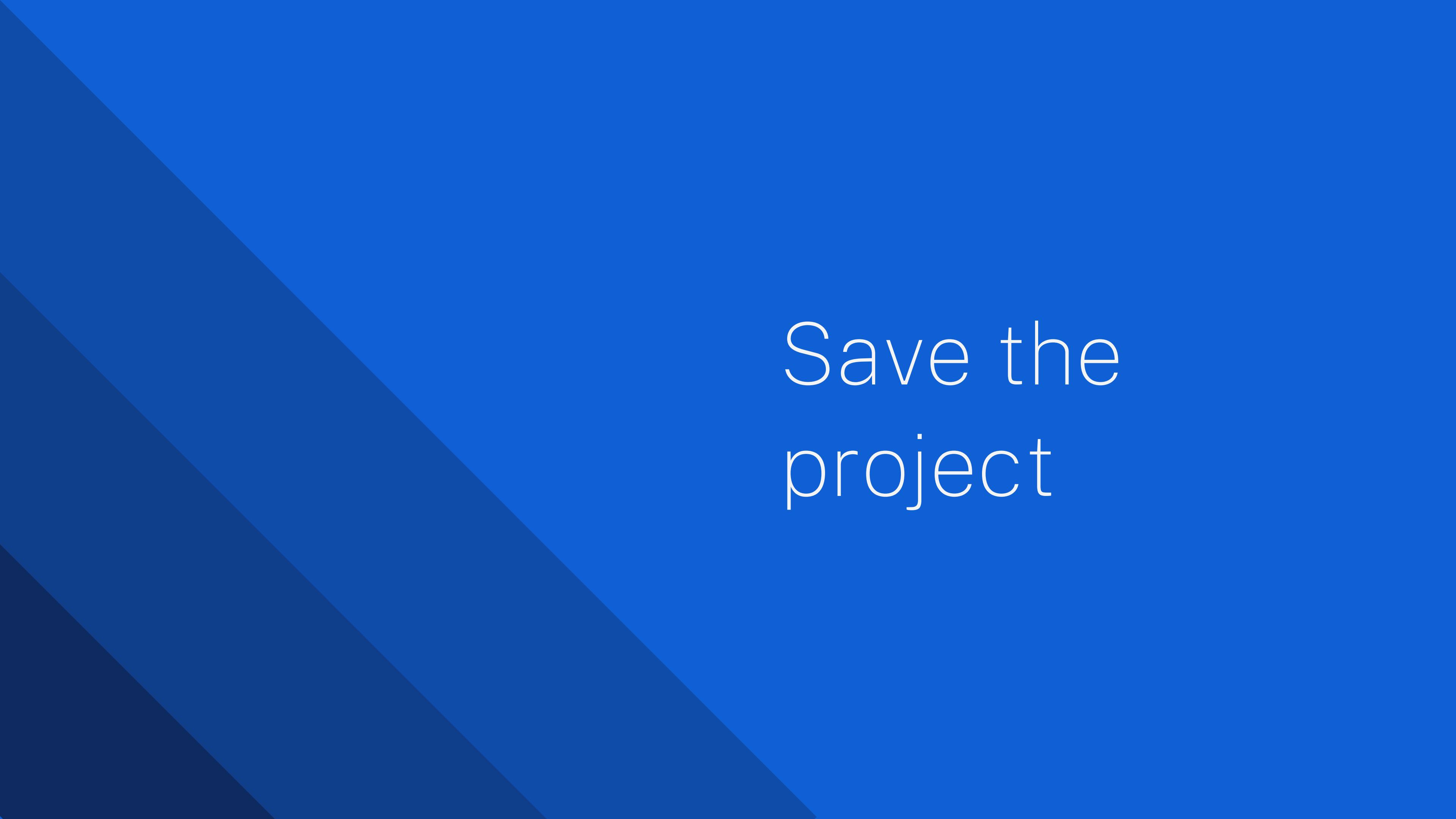
Demo Sce...

Demo Sce...

Sky



Apply changes both of player and zombie prefabs by clicking on
Override button



Save the
project

File Edit Assets GameObject Component Octane Zombie Ai Window Help



Pivot Global



Account Layers Layout

Hierarchy

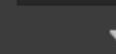


Scene

Game

Shaded

2D



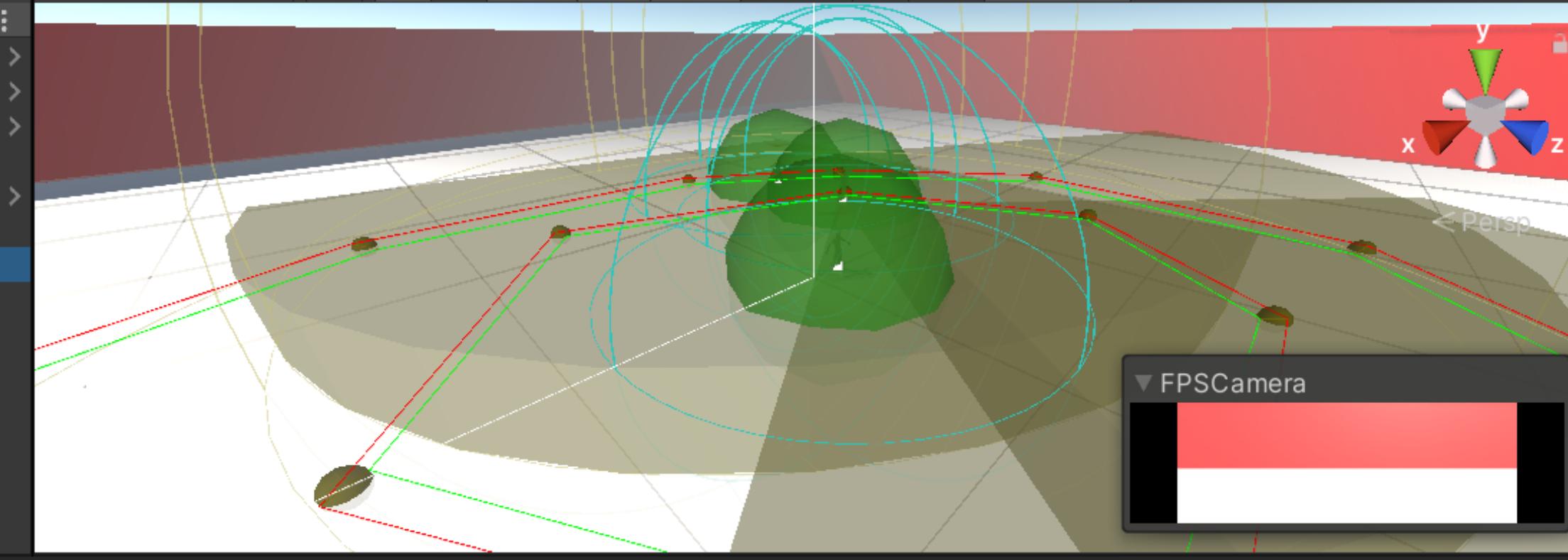
Gizmos



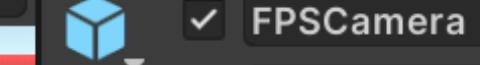
All

Demo Scene*

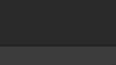
- Zombie
- Zombie_1
- Zombie_2
- Level--
- Player
- GFX
- FPSCamera
- Ground_Check
- UI
- Indicator_Plane



Inspector



FPSCamera



Static

Tag MainCamera Layer Default

Transform

Position X 0 Y 0.7 Z -1
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Camera

Skybox
Background
Culling Mask
Projection
FOV Axis
Field of View
Physical Camera
Clipping Planes
Viewport Rect
X 0
W 1

Nothing
Everything
Default
TransparentFX
Ignore Raycast
Water
UI
NPC

Project Console



Favorites

Assets

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- _External_Assets
- _Zombie_NPC
- Animator_Controller
- DemoScene

Assets > _Zombie_ai_Fsm > _Zombie_NPC > DemoScene



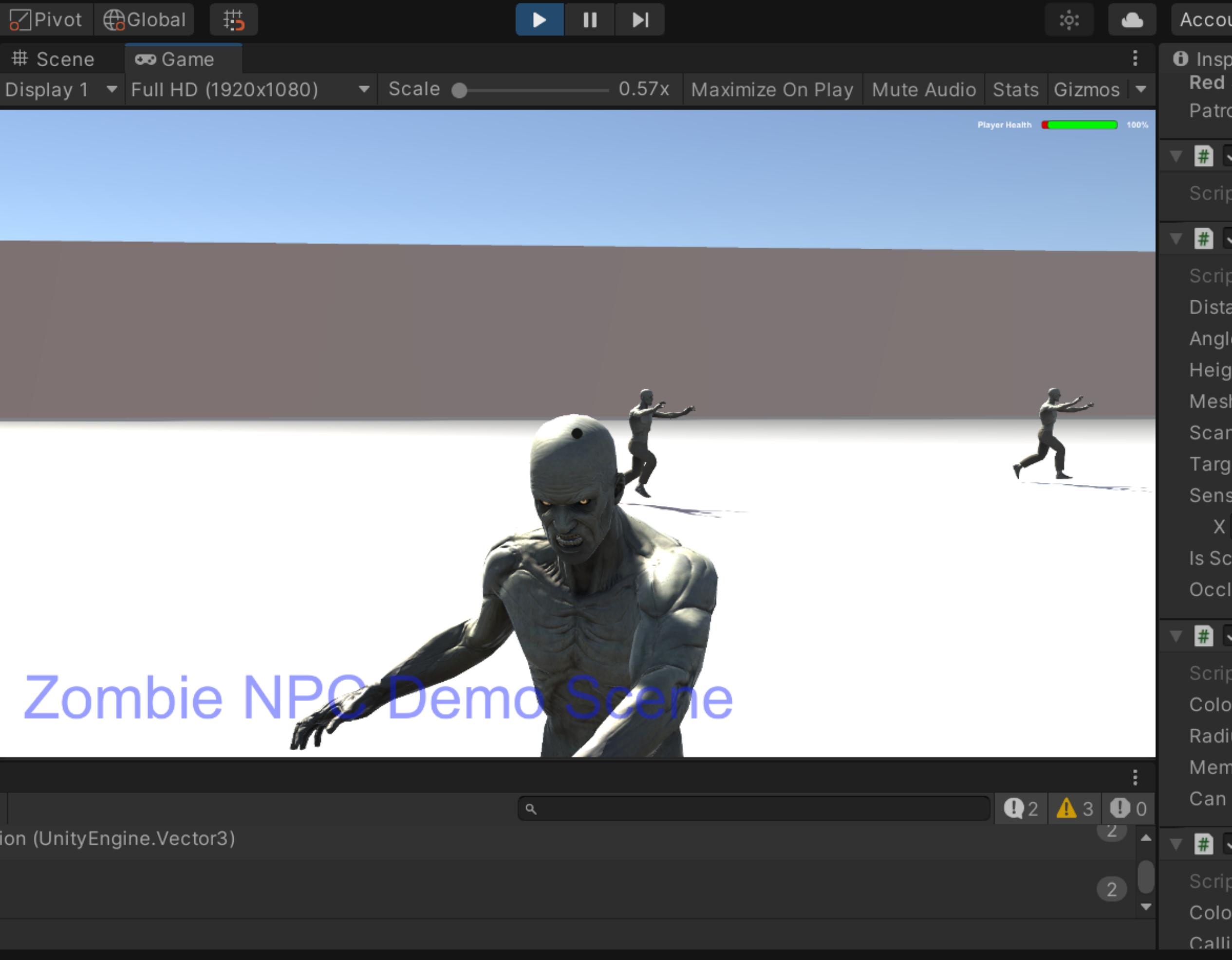
Demo Sce...

Demo Sce...

Sky

Change the Culling mask of FPSCamera for 'NPC' Layer

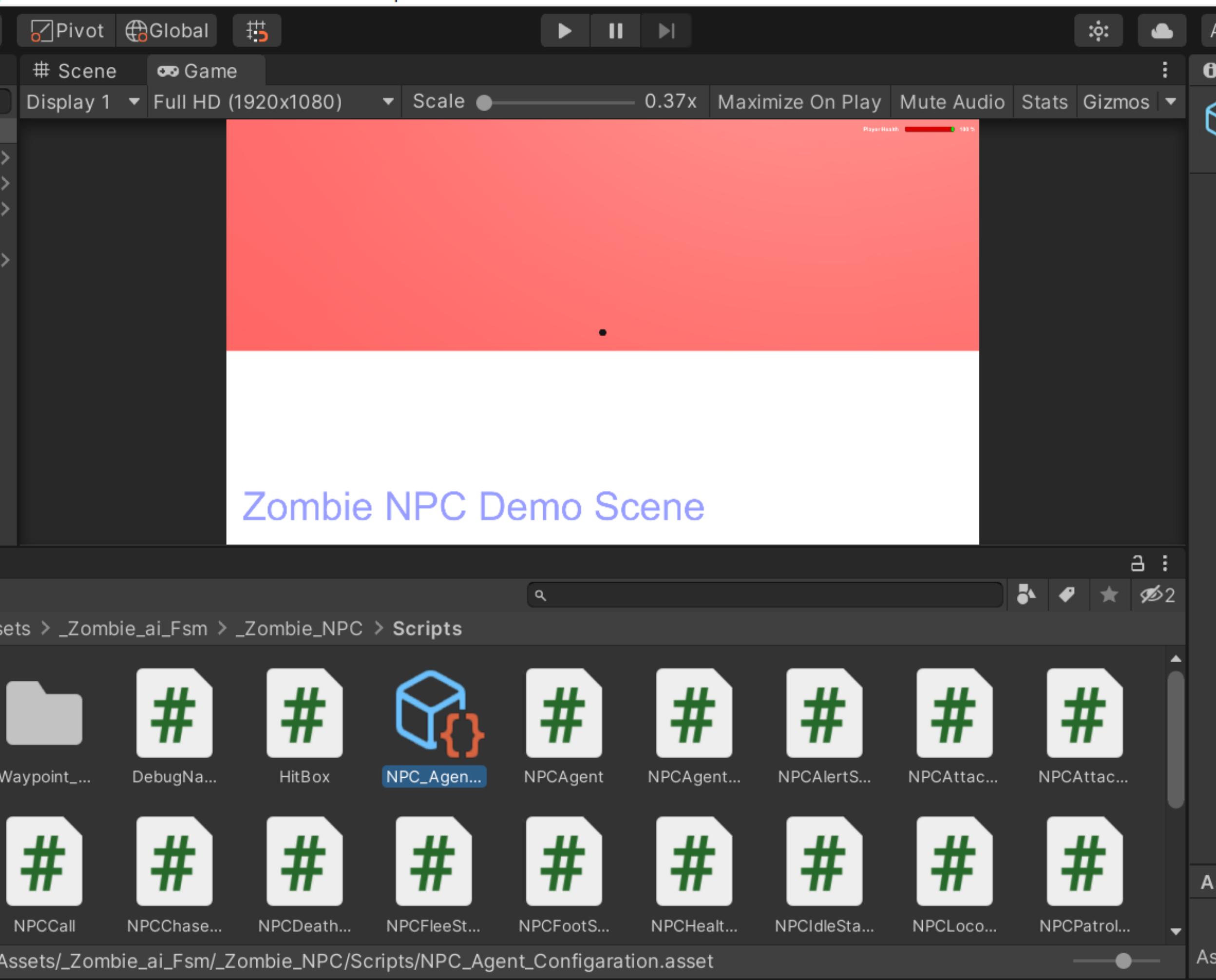
nent Octane Zombie Ai Window Help



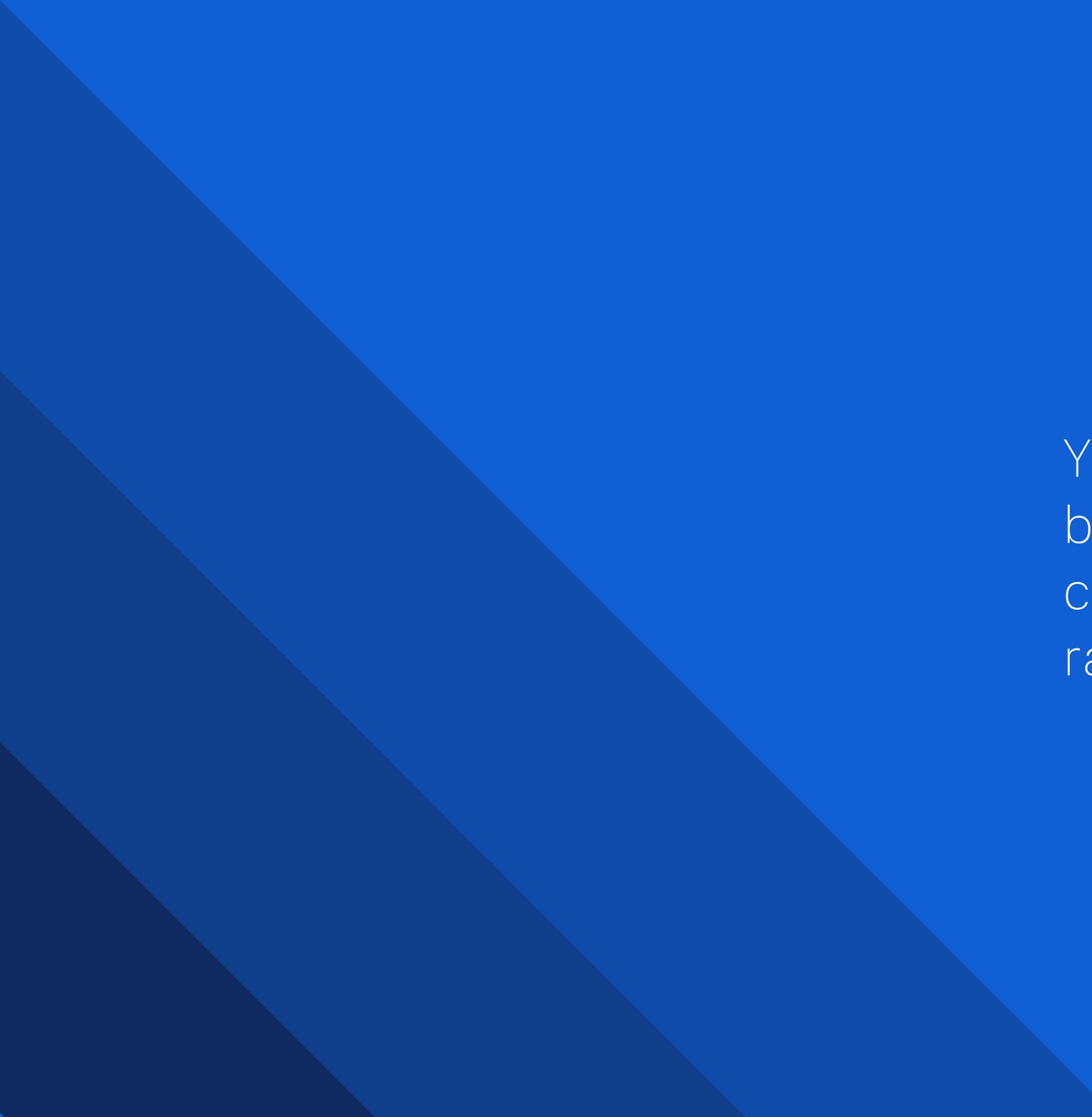
Change target layer to
'Character' of
NPCVisionSensor script
which attached to the
zombie prefab then
apply the changes of
the prefab by clicking
'Override button'

Now play the
game it may
run
successfully

Component Octane Zombie Ai Window Help



You can change
different properties of
zombie by changing the
values of scriptable
object
NPC_Agent_config file
or different sensor
attached to the zombie
prefab.



You can change zombie character by importing any humanoid character but you need to attach ragdoll on new character graphix.