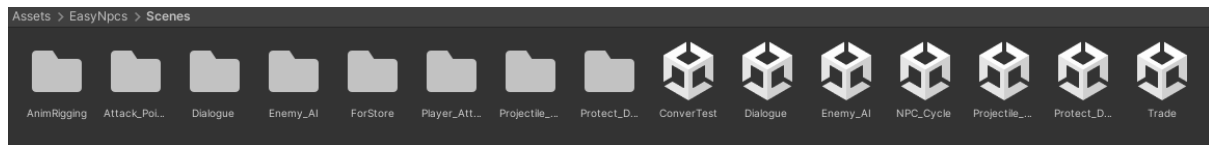
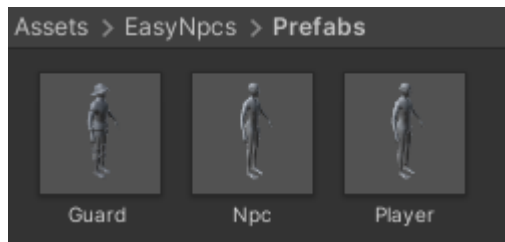


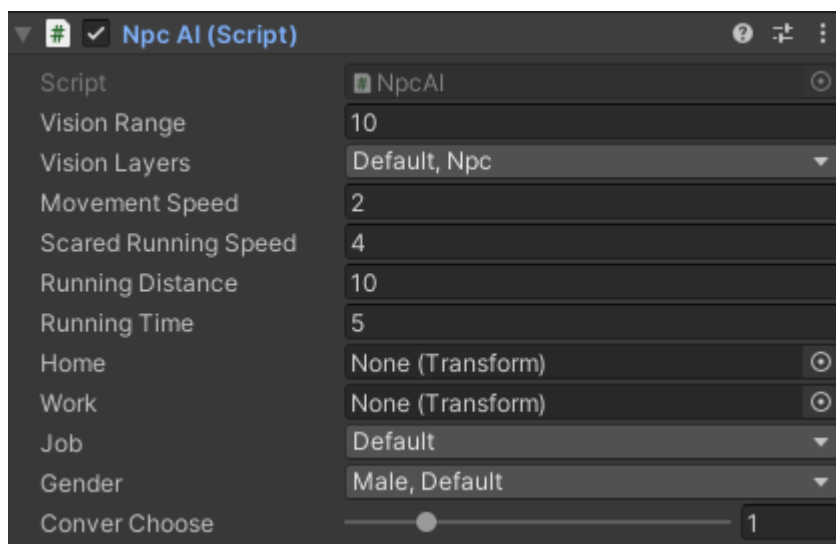
You can go to EasyNpcs/Scenes and check out the examples 'NPC_Cycle' and 'Trade' to better understand this document.



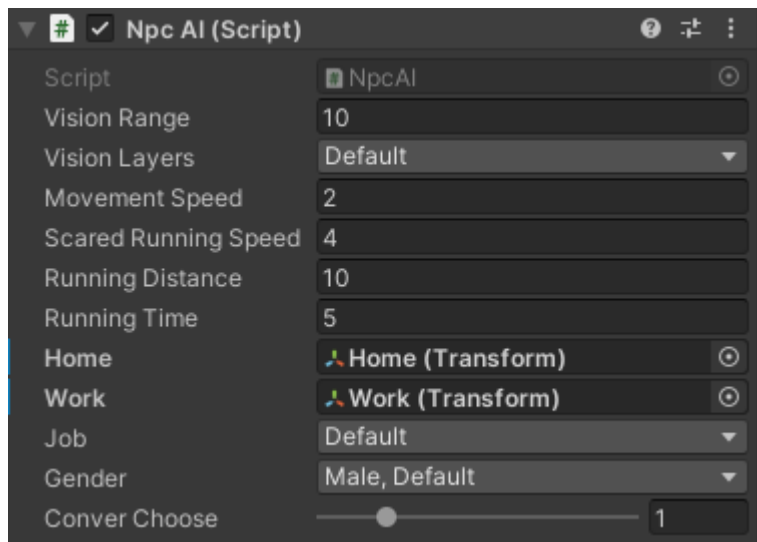
For the premade prefab of the npc, go to EasyNpcs/Prefabs. We strongly encourage you to use the premade npc as the base of what you're trying to accomplish.



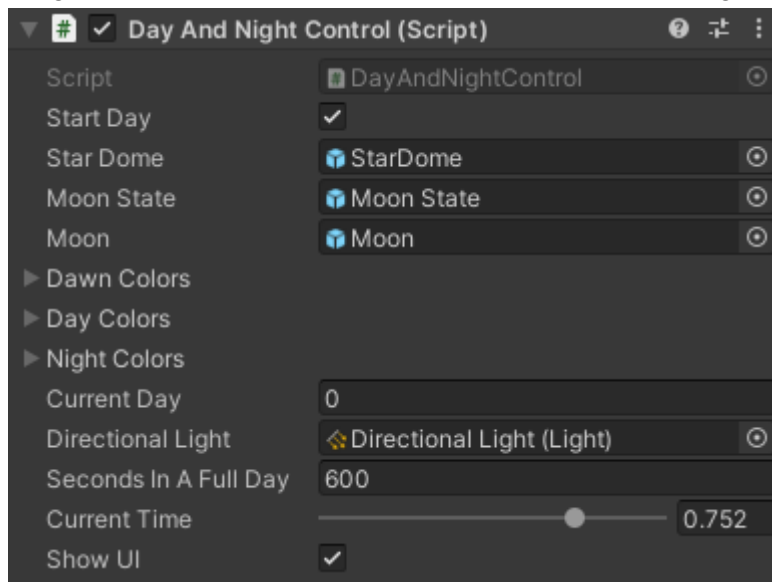
If you head inside the npc prefab, you will see a script named 'Npc AI.' This script handles the behaviors of the AI.



You can see the 'Home' and 'Work' variables. Assign each of the transforms to what you want.



We need a 'DayAndNightController' to announce the time. Find it at EasyNpcs/Managers. Drag it inside the scene. You can use the slider to change the current time.



You'll notice the npcs going to the chosen location.

Next, we'll go through how to add work behavior to the npc. Work behavior is a script that is enabled when the npc reaches its work position. Create a new script and have the script derived from the class 'Work'. By inheriting from 'Work', the compiler will know this is a work behavior for the npc.

```

Unity Script (6 asset references) | 0 references
public class ShopKeeper : Work
{
    public RigBuilder rigBuilder;
    public TwoBoneIKConstraint right;
    public TwoBoneIKConstraint left;

    public GameObject rightPlacement;
    public GameObject leftPlacement;
    public Transform lookDirection;

    Rotate rotate;

    Unity Message | 0 references
    private void OnEnable()
    {
        rotate = gameObject.AddComponent<Rotate>();
        rotate.RotateTo(lookDirection);

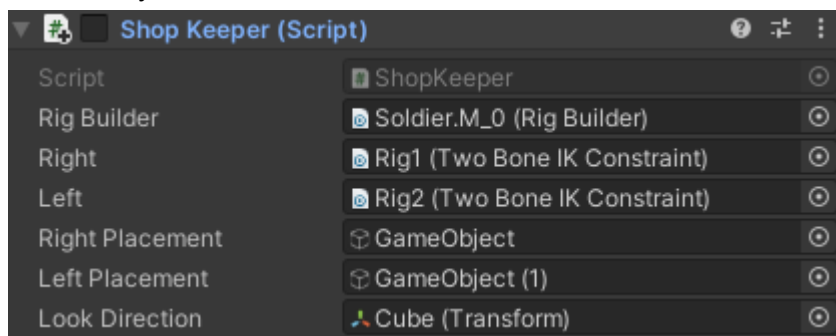
        right.data.target = rightPlacement.transform;
        left.data.target = leftPlacement.transform;
        rigBuilder.Build();
    }

    Unity Message | 0 references
    private void OnDisable()
    {
        right.data.target = null;
        left.data.target = null;
        rigBuilder.Build();

        Destroy(rotate);
    }
}

```

Because work behaviors are enabled only when the npc is supposed to work, have it disabled by default.



The 'Shopkeeper' script can be observed inside the 'Trade' example scene. Once the npc reaches its work point, the 'Shopkeeper' script will be enabled.

