# Ai Player

Contains component Ai Controller. Set ‘Occupied Gadget’ to first device that ai player will possess (the robot player). Check ‘Debug Controls’ to enable using the mouse to jump the ai around instead of a controller.  
Any object that the ai can possess must have a component that implements the interface GadgetControllerInterface.

To interact with gadgets, the player can either use the ‘B’ button on the controller (or the space bar) or can send a direction command with the right analogue stick (or wsad) to gadgets that support it.

# Door

Ai player may open and close the door with the action button. Door will move upwards one tile block when opened.