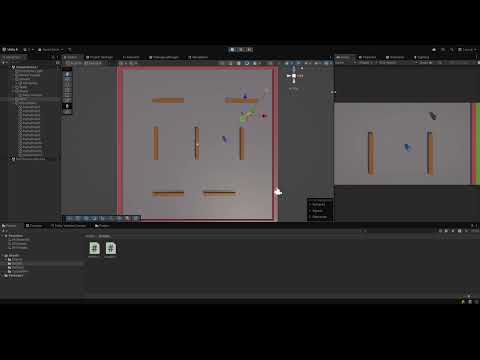
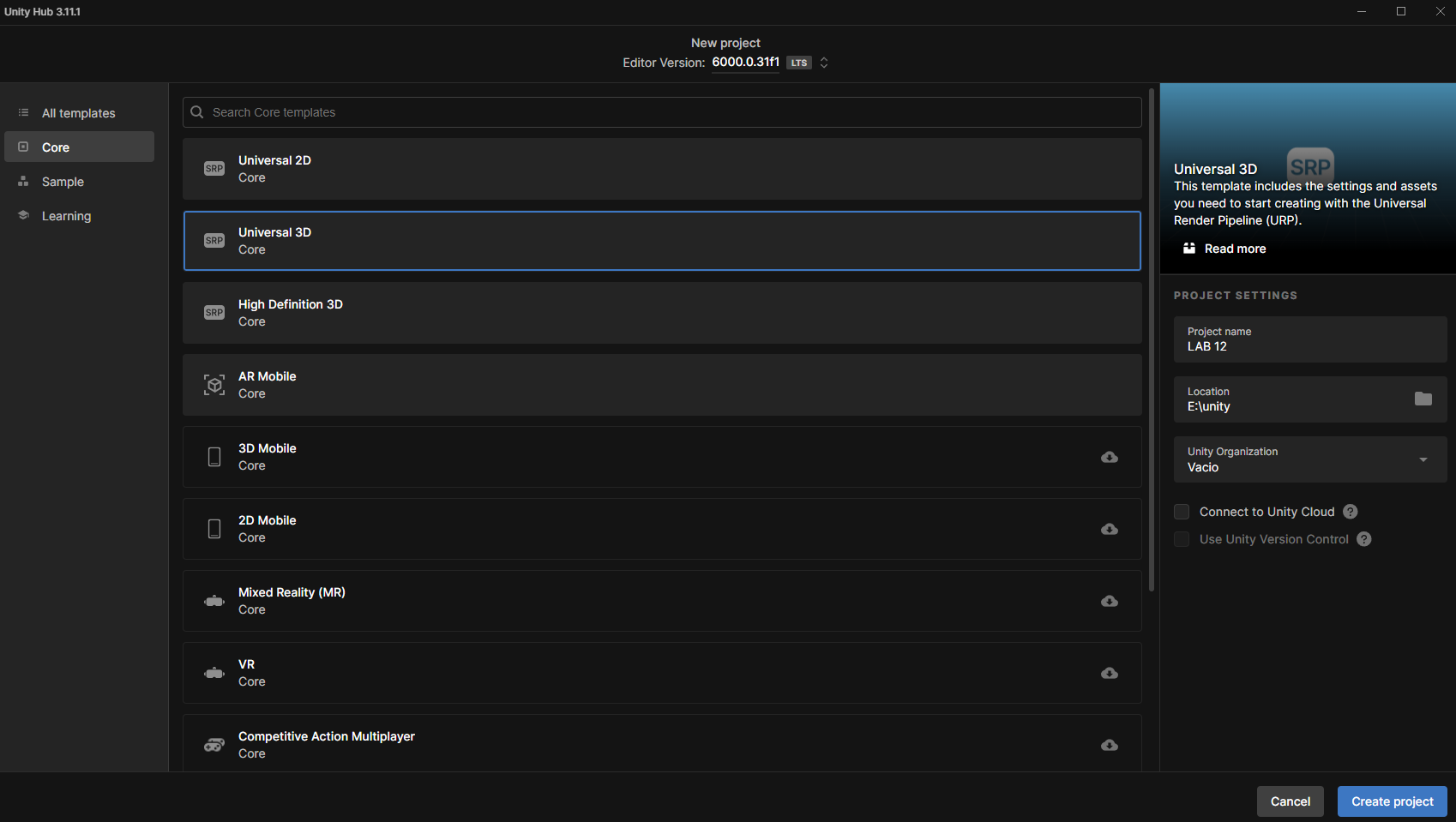
**LAB 12**

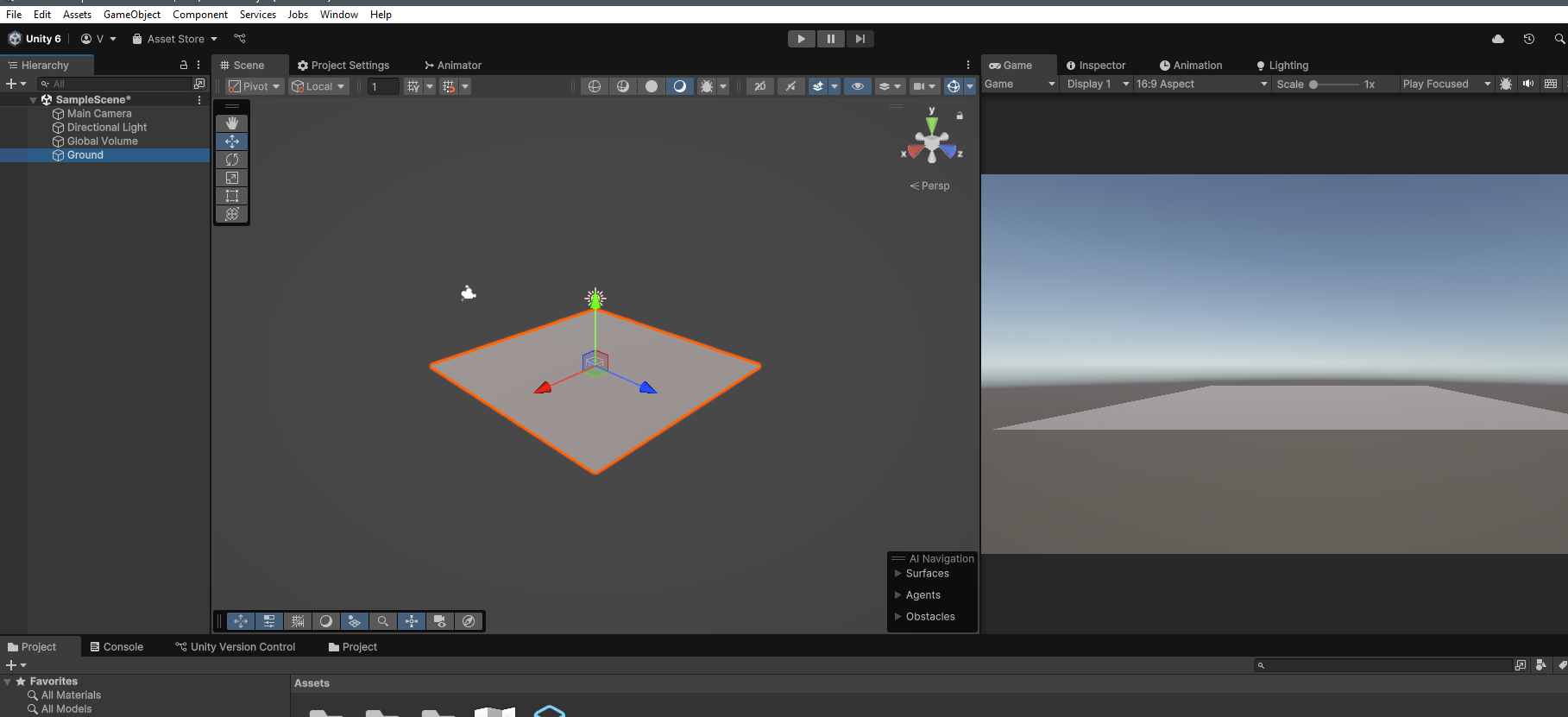
<https://youtu.be/BDqqELIWrpY>

[](https://youtu.be/BDqqELIWrpY)

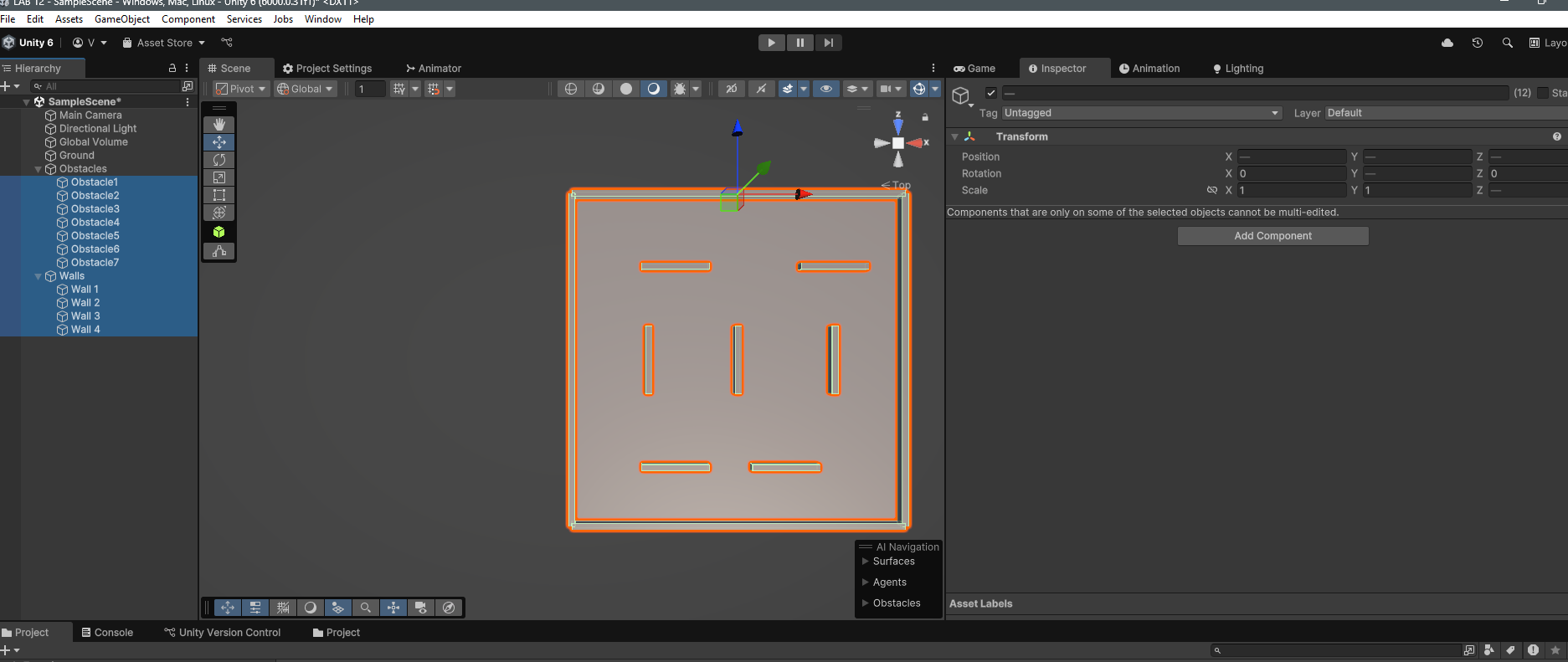
1. Create a New Unity 3D Project



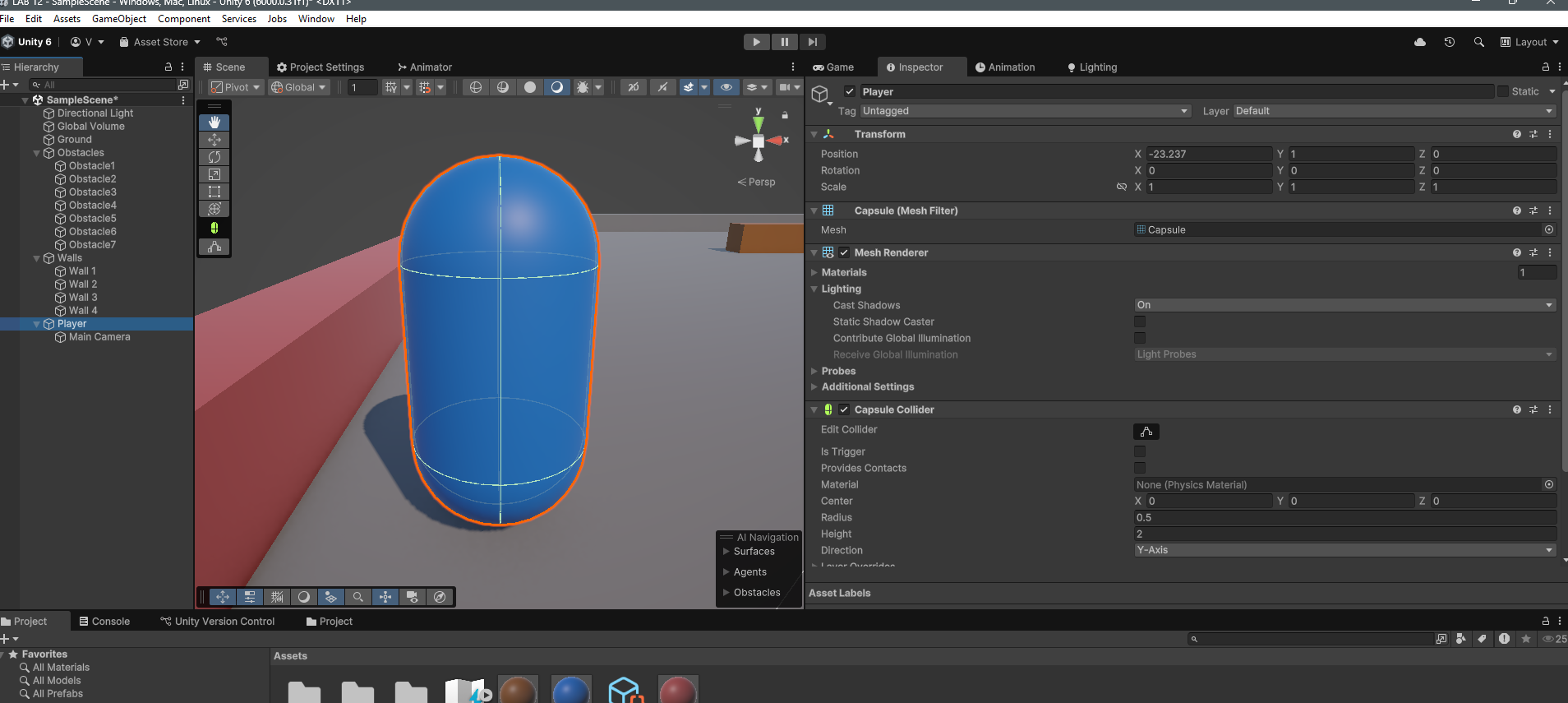
1. Create the Ground Plane



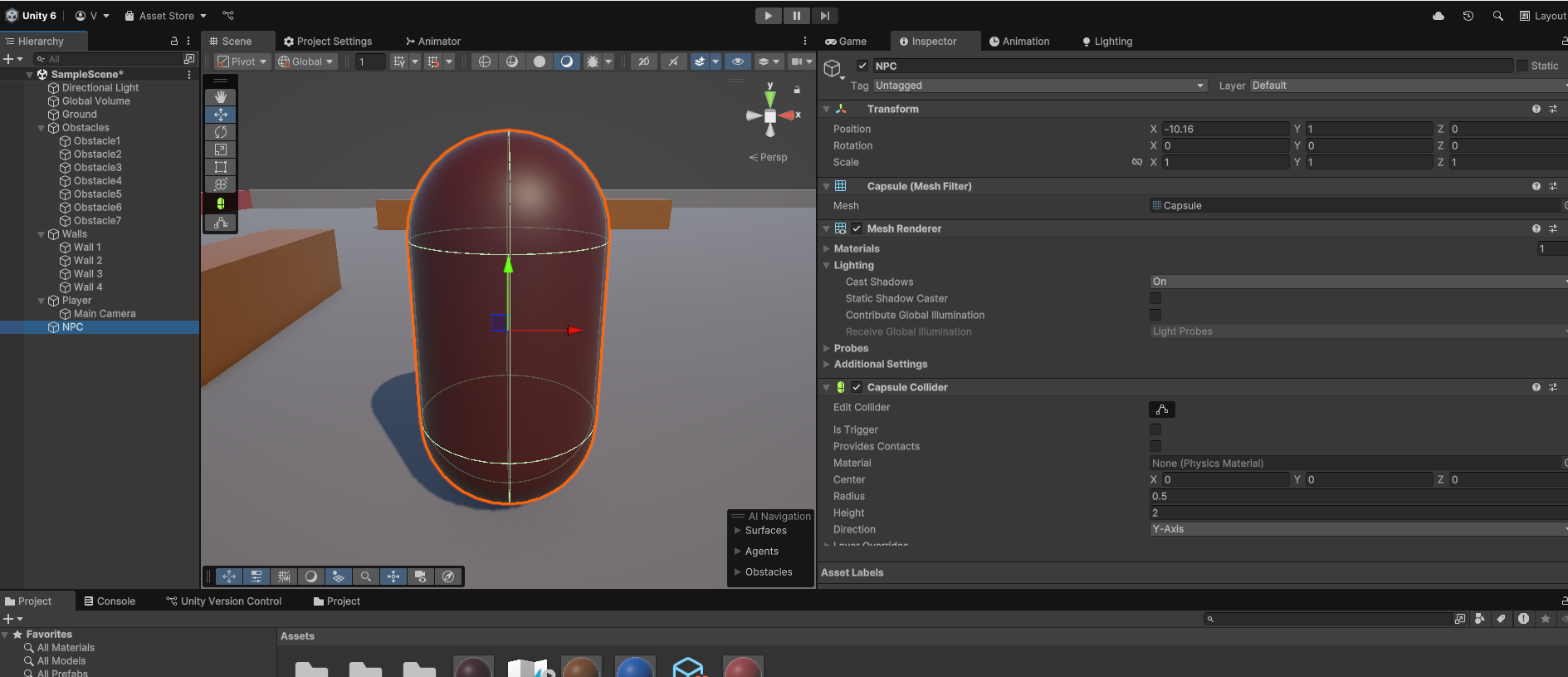
1. Create Obstacles



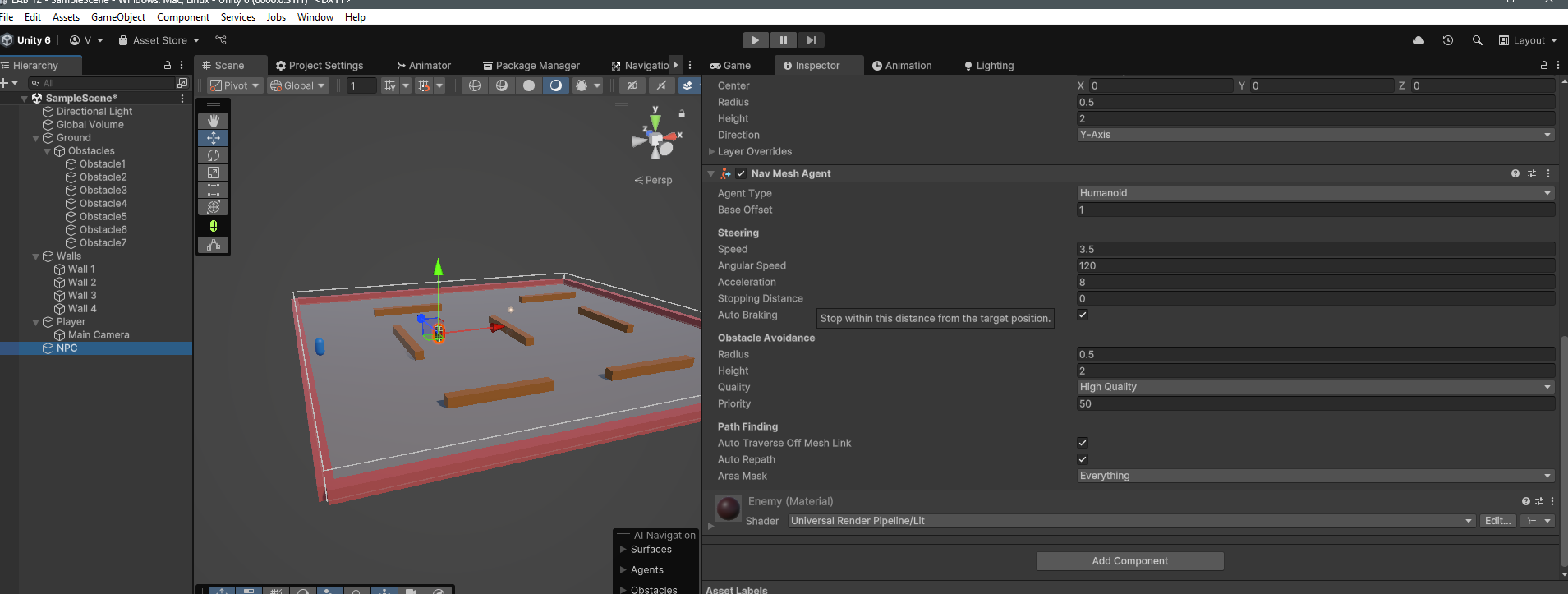
1. Create a Placeholder Player Character



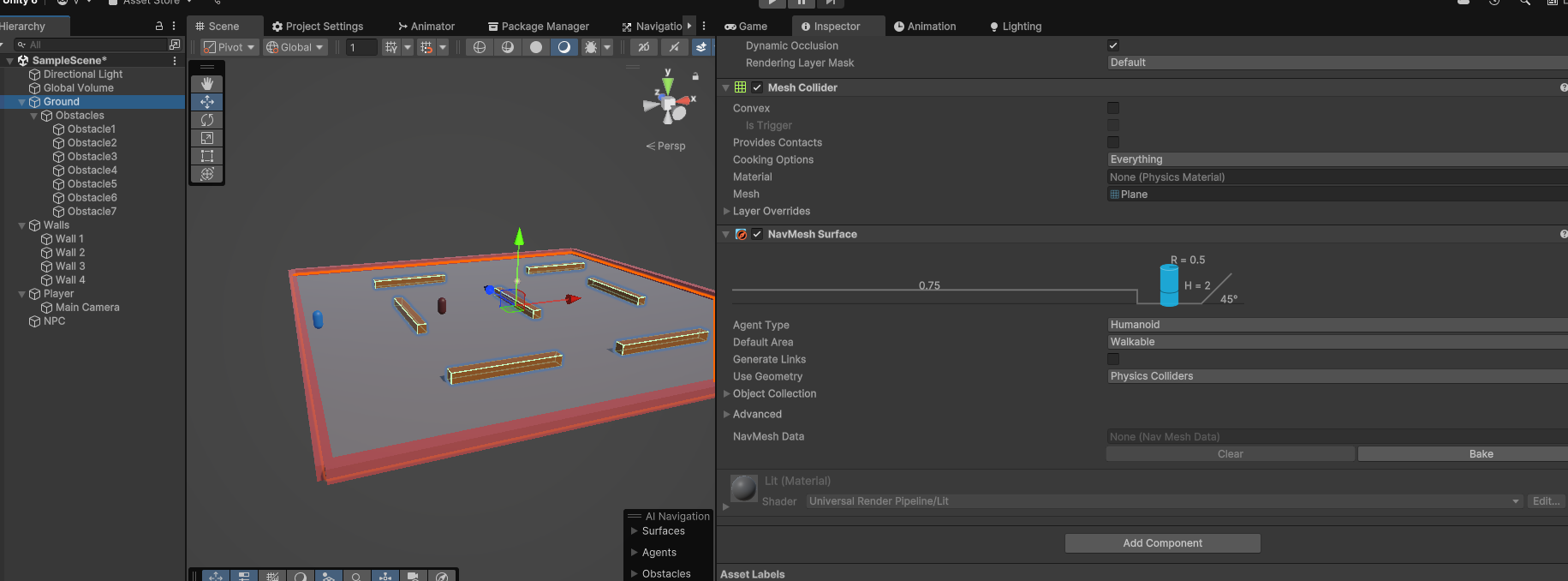
1. Create the NPC Character

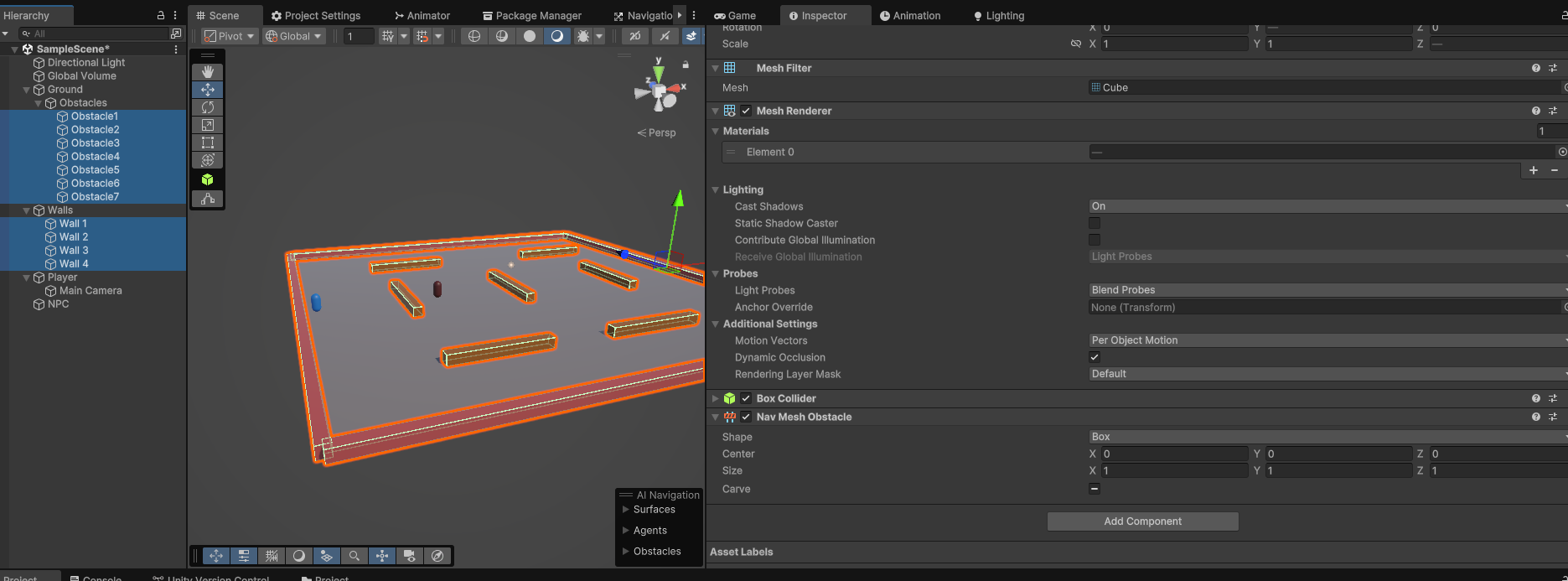


1. Add NavMeshAgent Component to NPC

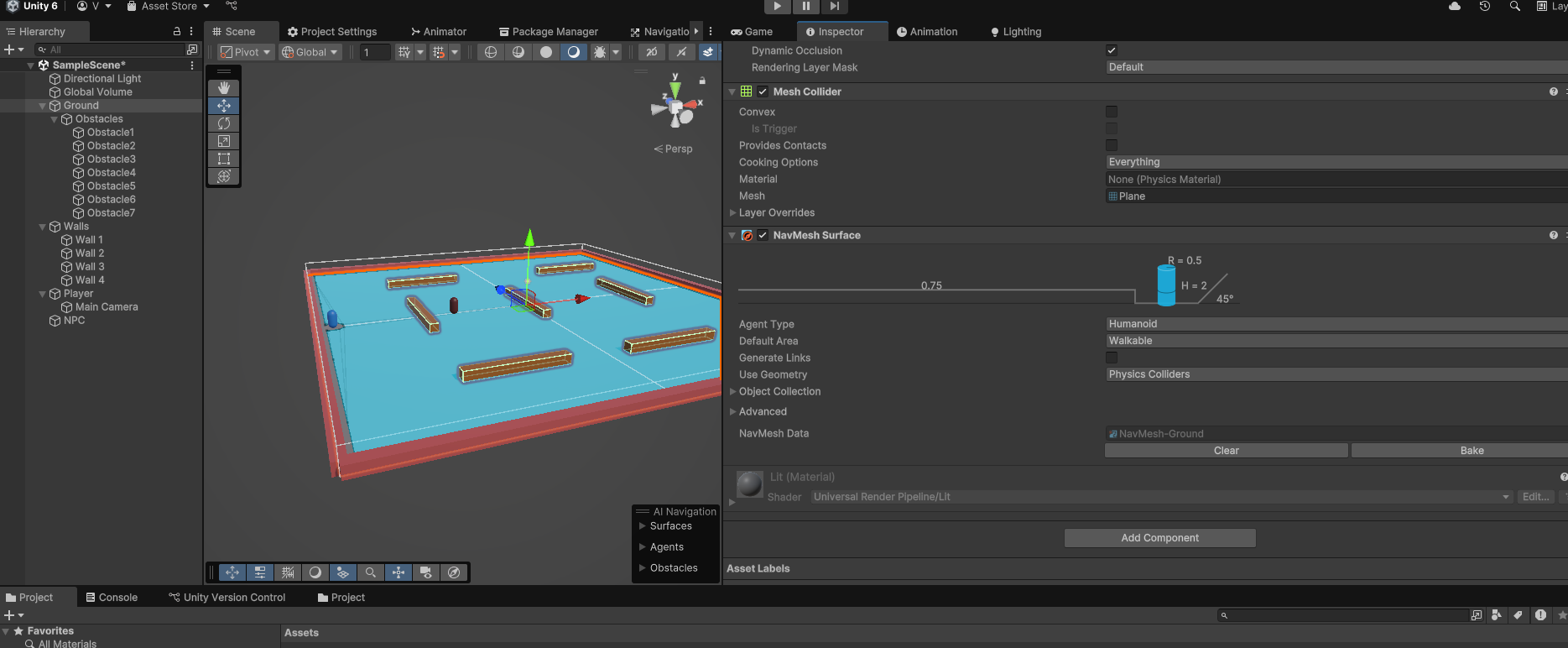


1. Mark Scene Geometry for Navigation

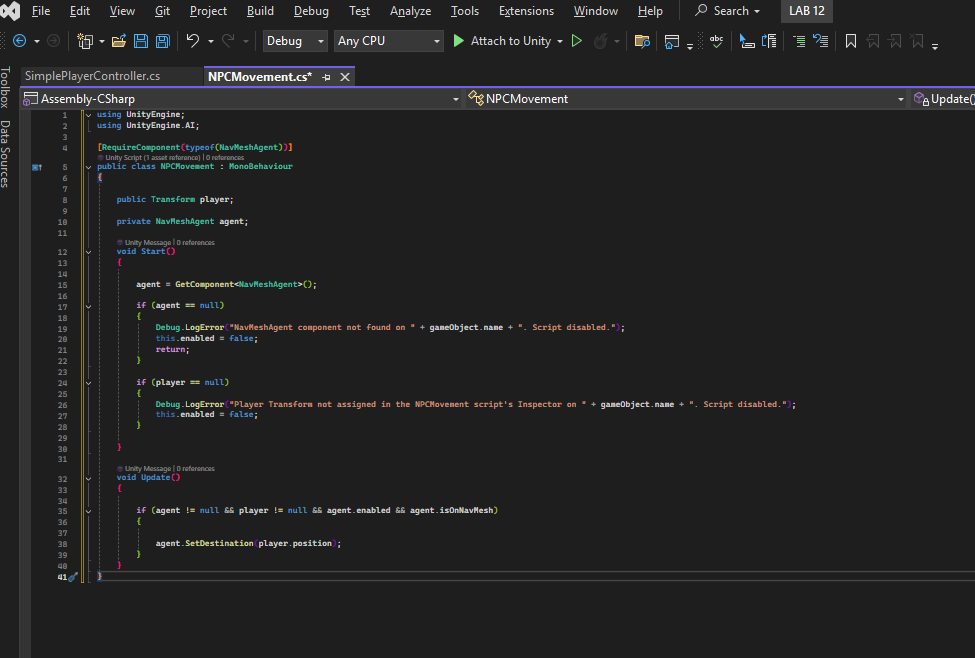




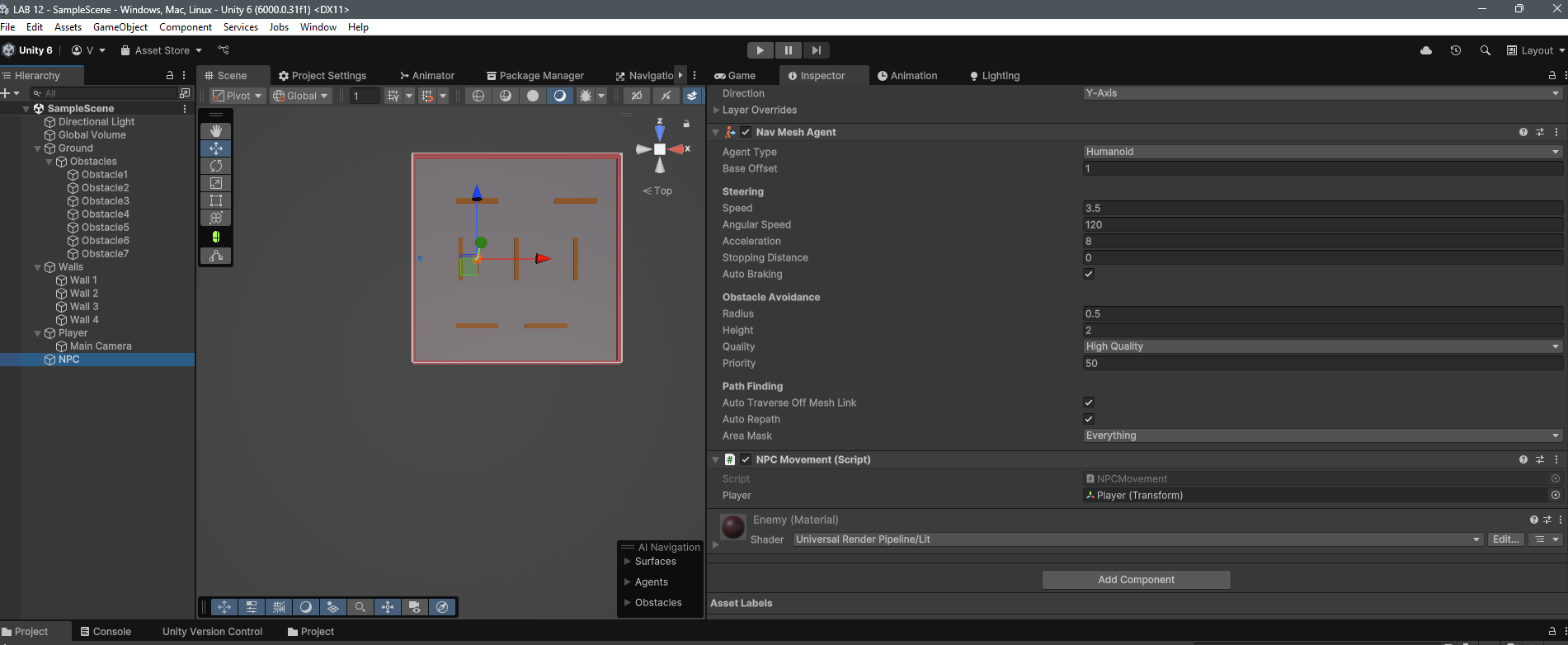
1. Bake the Navigation Mesh



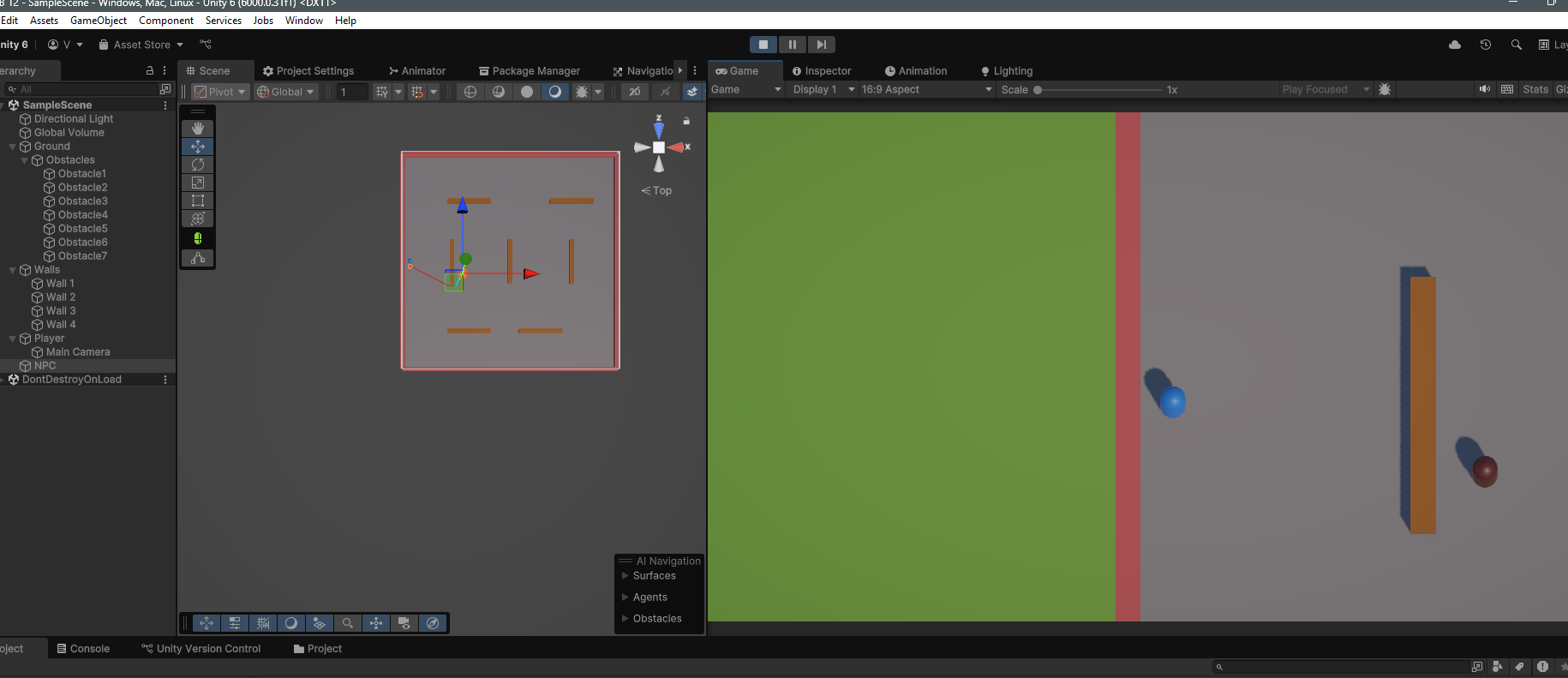
1. Create the NPC Movement Script

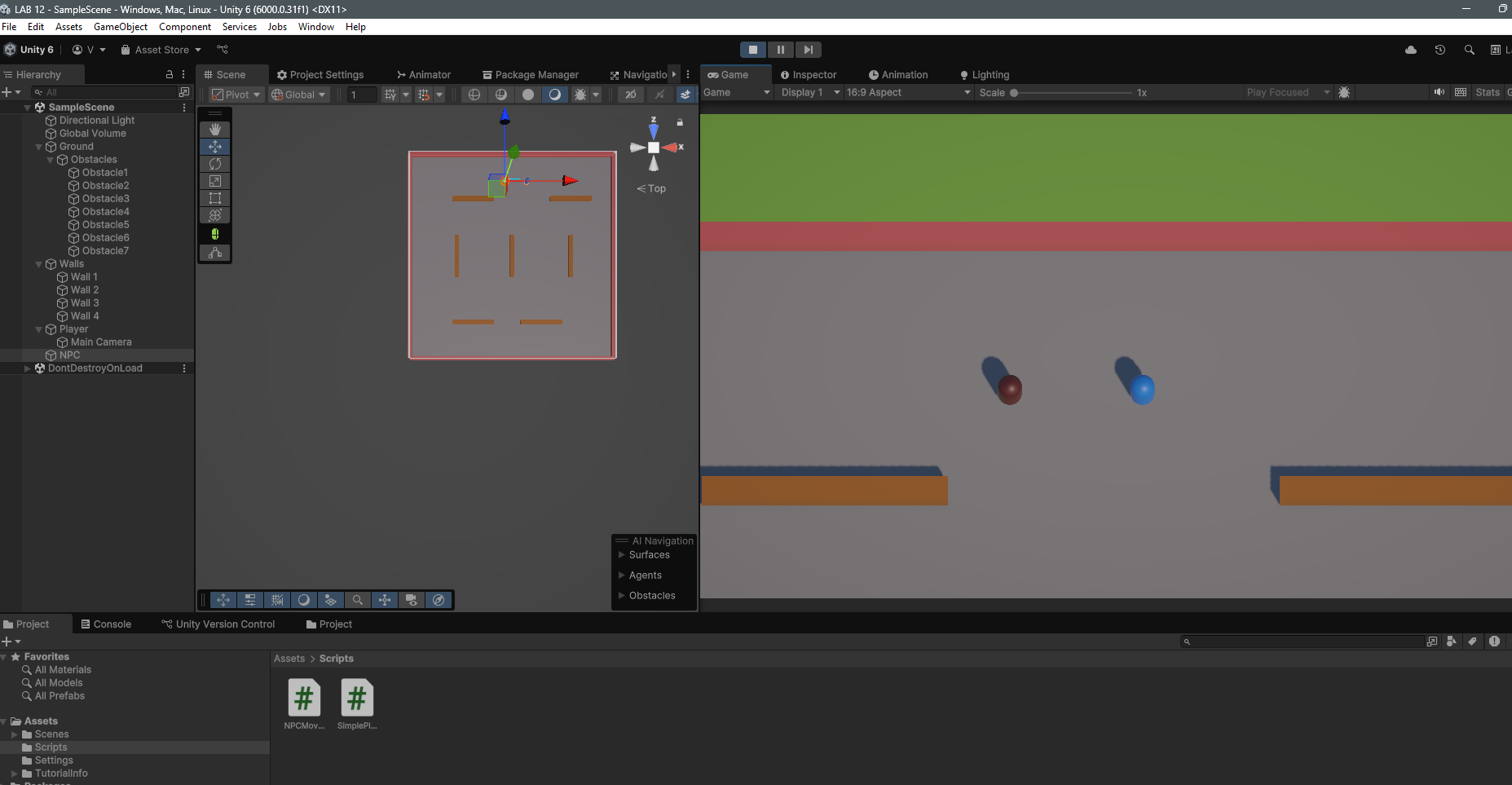


1. Assign Script and Link Player

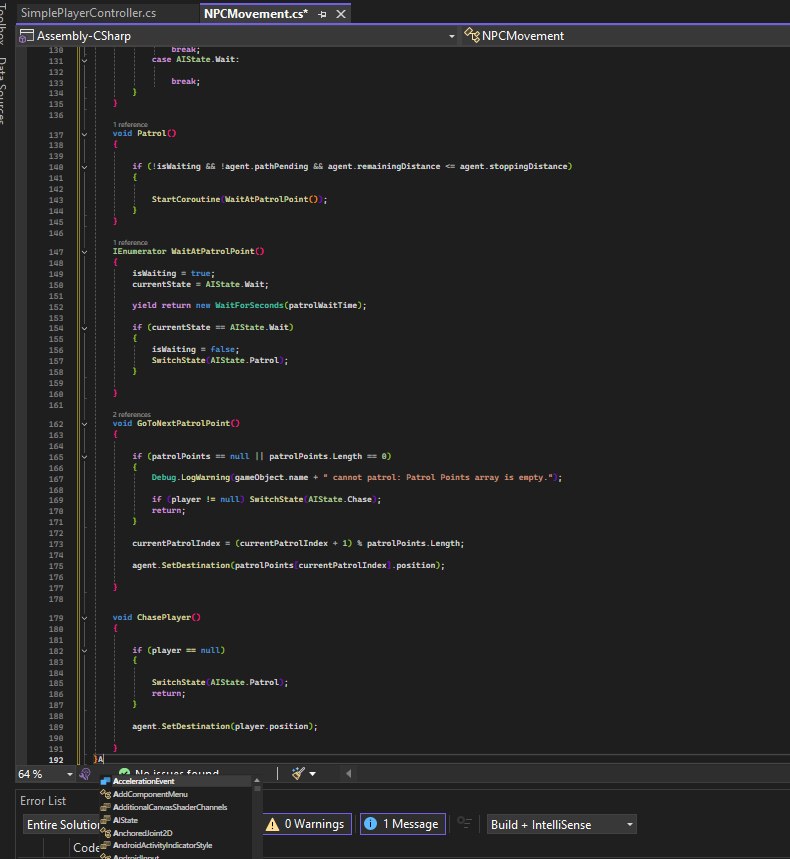
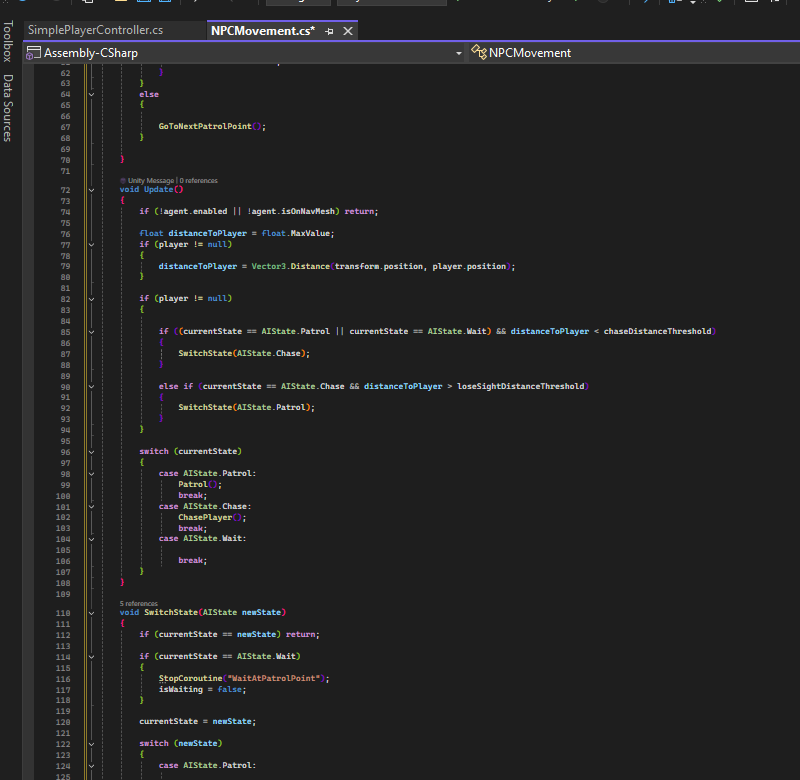
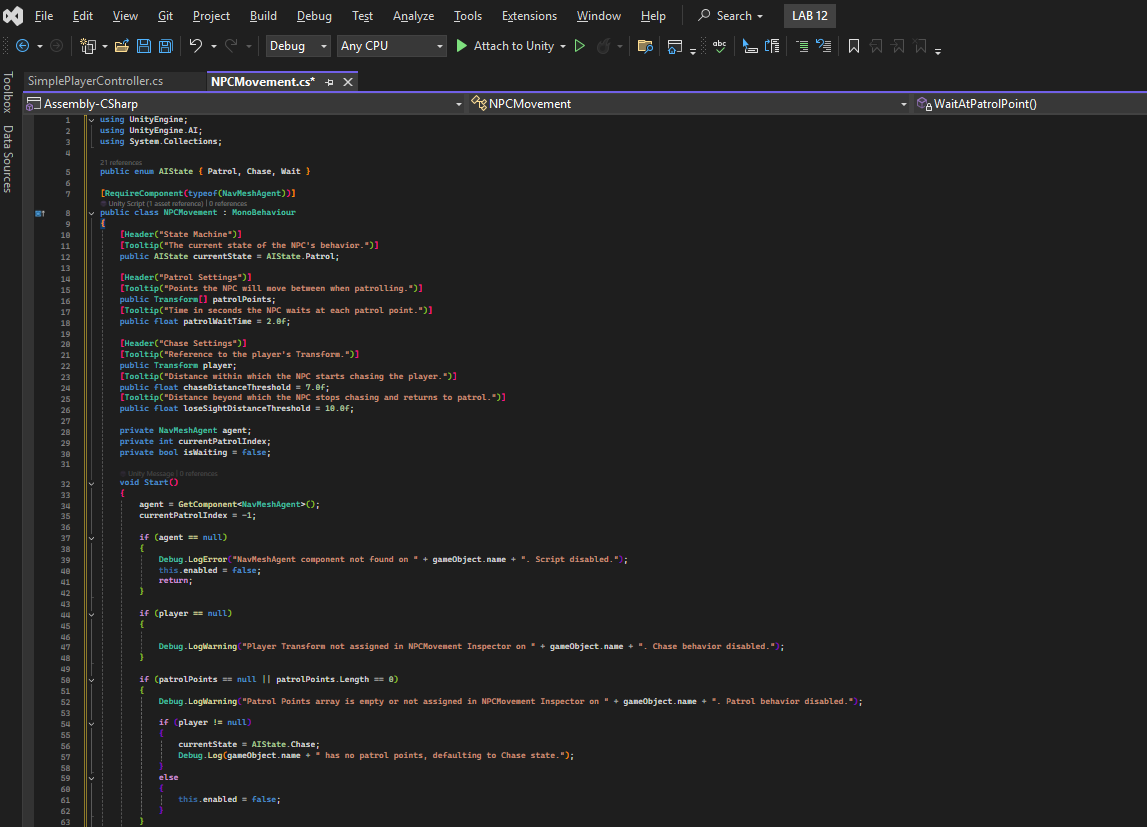


1. Run the Scene (Basic Follow Test)

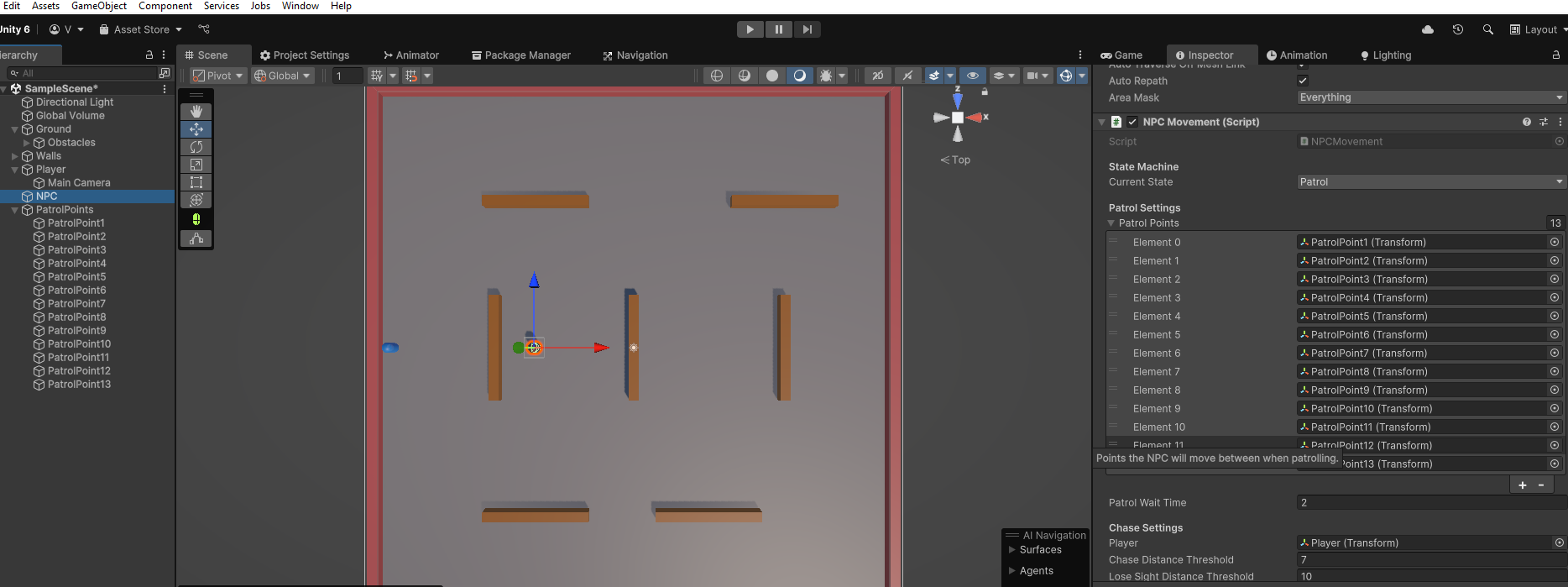




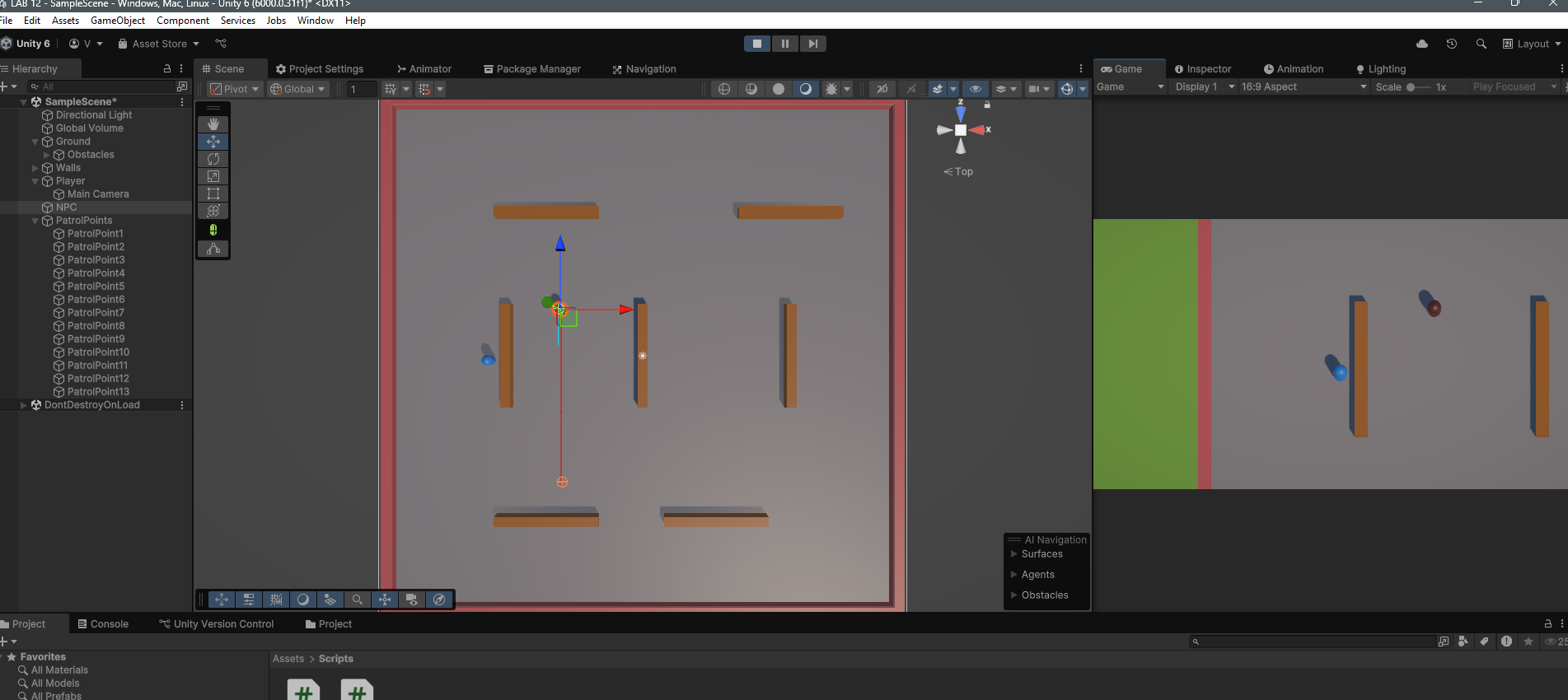
1. Refine the NPC's Behavior



1. Set Up Patrol Points in the Scene



1. Run the Scene (Patrol and Chase Test)

It will catch on to the player when in sight

