# Getting Started with AI

In this lesson students learn about artificial intelligence (AI) in video games and create waypoints for GameObjects in Unity.

## Objective

Students will be able to:

* Add AI GameObjects to a scene
* Add waypoints to GameObjects
* Manipulate waypoints and AI targets in a scene

[Video - Getting Started with AI](https://youtu.be/k5iebCDBUcE)

## AI GameObjects and Waypoints

Complete Tutorial 1 from the Jet Tutorial. Once completed, answer the following questions:

What is the name of your project?

What are 2-3 ideas you have about how to make the game easier to learn to fly the jet?

What discoveries did you make when adjusting the Max Engine Speed of the player and AI jets?

## Changing Waypoints and AI Targets

Complete Tutorial 2 from the Jet Tutorial. Make sure to spend some time creating your own custom course and testing its playability with the player and AI jets. Once completed, answer the following questions:

What are some of the challenges that you faced when building your own AI course? How did you try to overcome those challenges?

What is another type of game that you’d be interested in creating a game with AI GameObjects? How would you use waypoints?