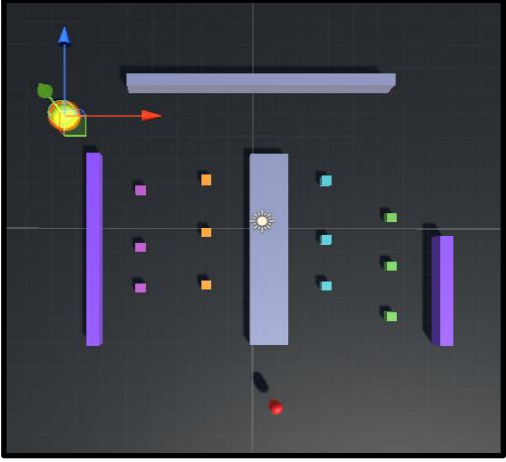
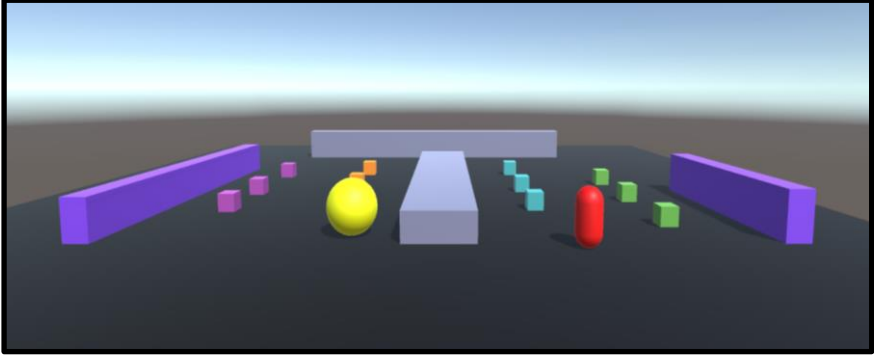
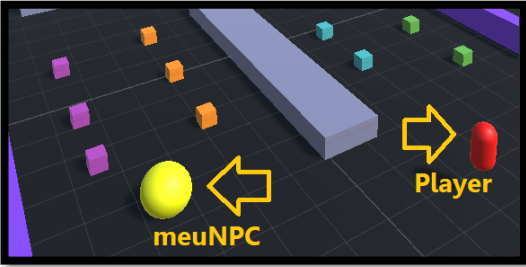


Tópicos Avançados

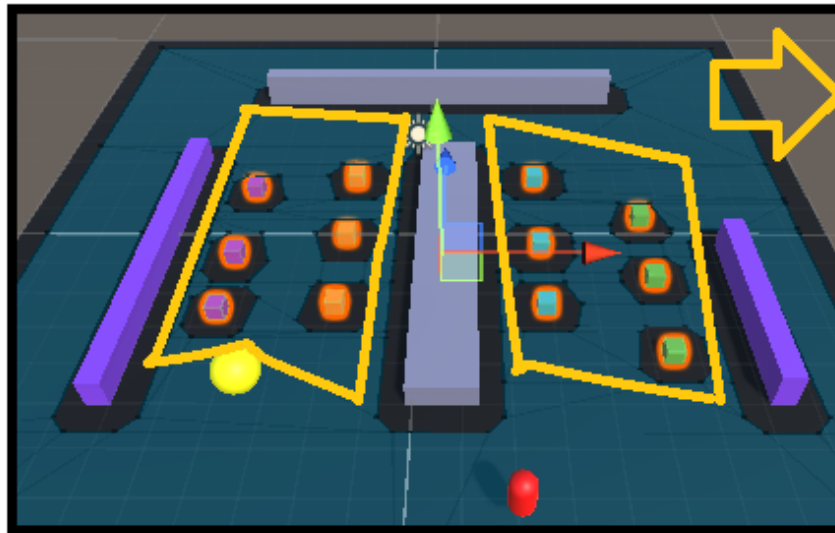
Unity (**Inteligência artificial**)

Profª Andrea Vargas

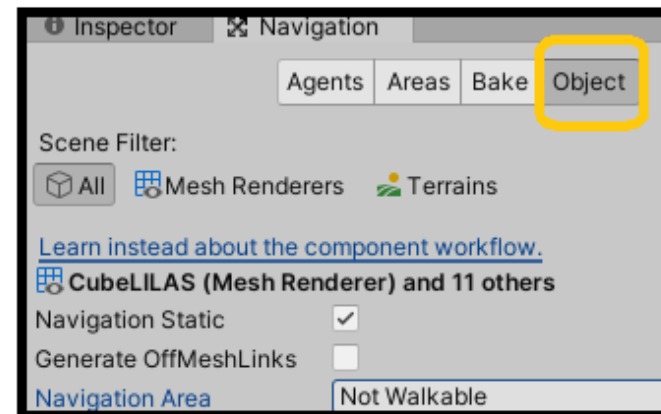
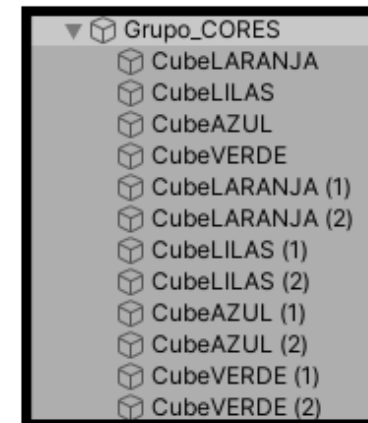
Prática dirigida

Tempo de projeto	Tem de execução (modo PLAY)
	
	<p>Na parte gráfica da Unity:</p> <ul style="list-style-type: none">• inserir um objeto 3D Sphere.• renomeá-lo0 para meuNPC.• ajustá-lo na cena.• criar o script InimigoNPC.cs.• vincular o script ao meuNPC.

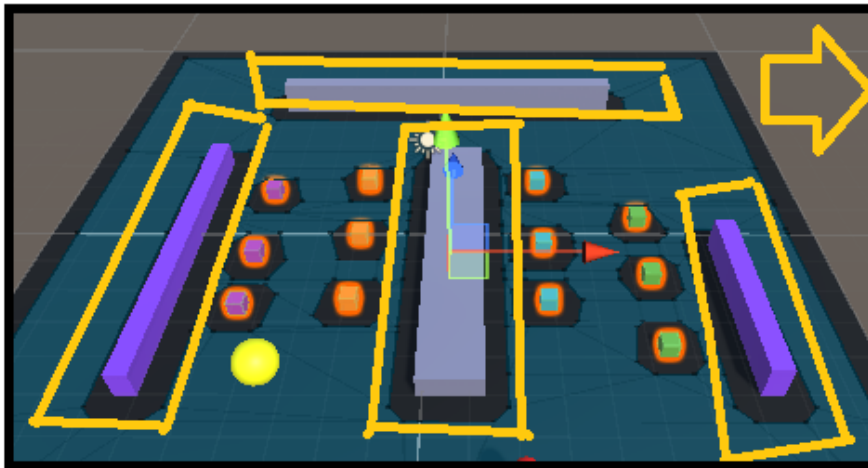
1ª parte - CONFIGURAÇÃO



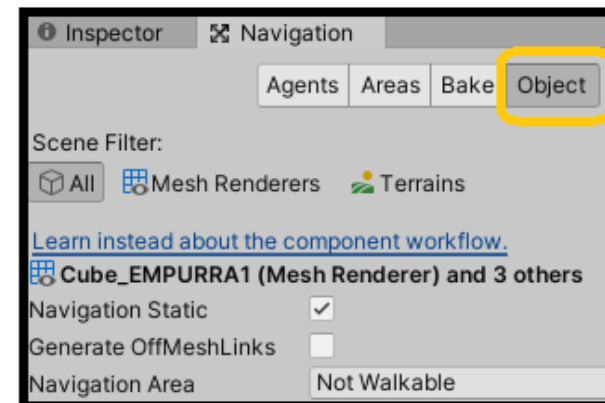
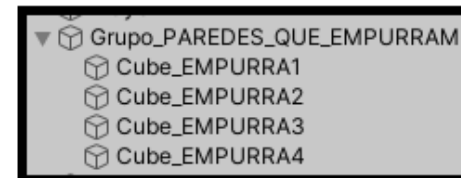
Grupo_de_CORES



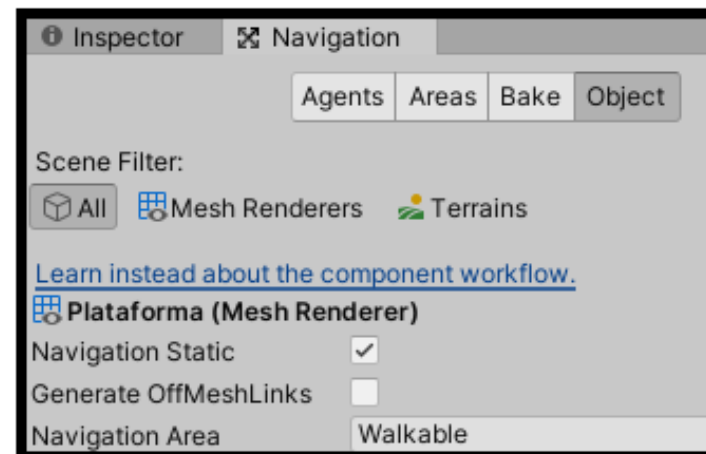
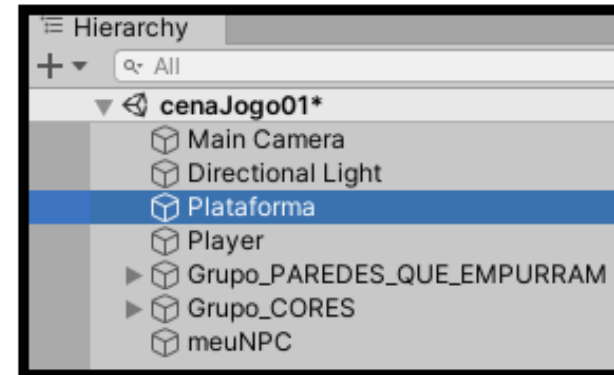
2ª parte - CONFIGURAÇÃO



Grupo_PAREDES_QUE_EMPURRAM

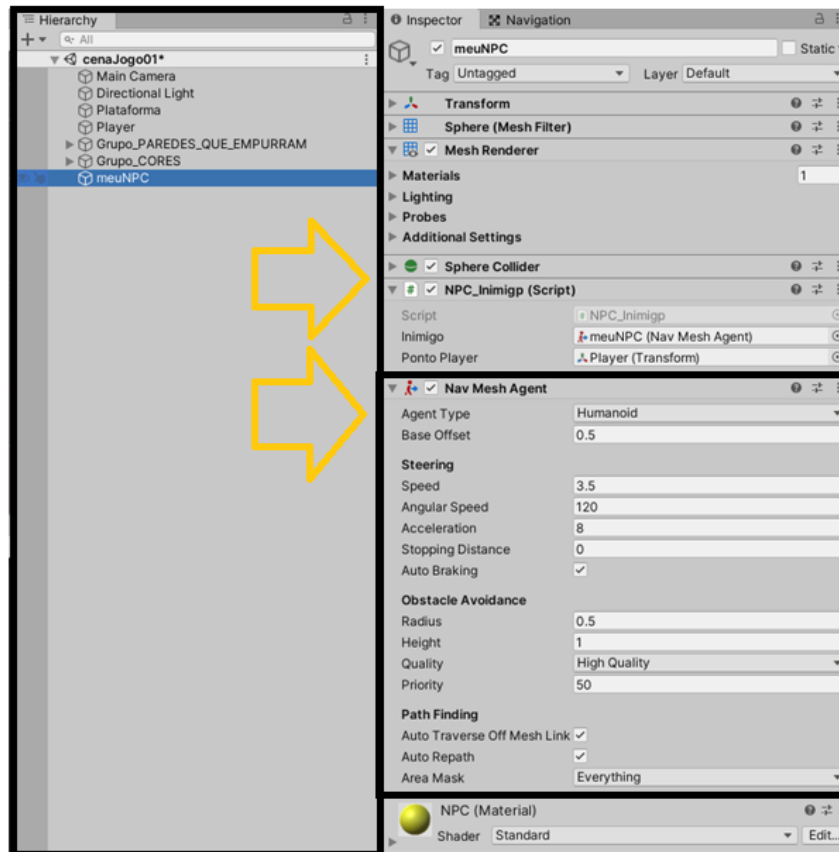


3ª parte - CONFIGURAÇÃO



4ª parte - CONFIGURAÇÃO

meuNPC



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.AI;
```

```
public class NPC_Inimigo : MonoBehaviour
{
```

```
    public NavMeshAgent inimigo;
    public Transform PontoPlayer;
```

```
    void Start()
```

```
    {
        inimigo = GetComponent<NavMeshAgent>();
    }
```

```
    void Update()
```

```
    {
        inimigo.SetDestination (PontoPlayer.position);
    }
```

```
}
```