**Compile:**

To compile, open AIForGames.sln in Visual Studio and build.

**Run:**

To run, Find and run AIForGamesRELEASE.exe, or alternatively, open AIForGames.sln in visual studio and click run.

**Operate:**

Follow the on screen instructions to move the player (arrow keys to steer and move). Try to get to the gold in the middle of the map, once you touch it and collect it, try to return to your starting position to end the game. If at any point you touch an enemy (red triangle), you will lose and the game will restart after a short delay. If you walk into the red line in front of an enemy, they will start to chase you.

When an enemy chases you and you leave their line of sight, they will start to path to your location. A visual representation of their path will show on screen for demonstration purposes with a small red square at their destination.

Pressing F4 will toggle the rendering of navigation nodes, front vectors and Axis aligned bounding boxes for collisions.