

Document the Design Rationale and Gameplay Impact

How AI behaviors influence player strategy and decision-making

The guard walks around the jewelry store, and the player has to be fast and sneaky to grab all the necklaces without being caught. If the guard sees them and catches up to them, the player resets, so they need to actually think about how they move through the space. They can't just run in. They have to watch the guard, wait for openings, and take risks. It makes the player slow down and be more careful, which adds tension.

How player actions dynamically alter AI states and responses

The AI has a few states: patrol, chase, and search. It starts off just walking its path. But if the player walks in front of it or gets too close, the AI sees them and starts chasing. If the player gets out of sight, the guard will look around for a bit. If they don't find the player again, they just go back to patrolling. It makes the guard feel more alive and forces the player to be smart about when to move or hide.

Challenges faced during implementation and their solutions

The AI states and transitions weren't that bad since we already worked on it in class. I used the same setup from before, so that part came together pretty easily.

A challenge I faced was the guard animation. The first one I tried made the character sink through the floor, and it moved weirdly. I didn't have time to fully fix it, so I used a different walking animation from a Unity asset. It worked fine for what I needed. I didn't add idle or other transitions, just walk.

The other issue was getting the necklaces to work when picked up. At first they didn't do anything, but I ended up copying the pickup system from my old project where you had to collect cans. After that, I added a message that shows up when you collect everything, telling you to go to the car. I used the same message system I set up for the intro objective, so that part was simple.

Even though I reused systems from another project, I still ran into a lot of trial and error. Stuff like the AI and pickup logic wasn't working the same way here, even though it was fine before. I ended up importing all the assets from the other project into this one so I could test and compare everything side-by-side. That helped me catch what was different and finally get it working in this version.