Gaze-based Control

1. Create a simple scene
   - Adding a cube
   - Adding a plane for ground, color the ground
   - Adding a sphere and some material
   - Adding a photo plane

2. Using the measurement tool
   - Asset- Import Package – Effects
   - After importing, find the Grid Projector prefab, place it in the scene with Y =5 (above ground)
   - Measuring the character
     Import Package | Character
     Drag a copy of a ThirdPersonController into the scene. How tall is this character?

3. Gaze-Based Control
   - AI Character Ethan
   Standard Assets/Characters/ThirdPersonController/Prefabs/AIThirdPersonController
   - WalkTarget
     Add an empty game object, name it WalkTarget, and reset its Transform values
     Drag WalkTarget into Target property in the Inspector panel's AI Character Control pane

   - Navmesh Bakery
     Select each of the objects (ground place, cubes, and sphere)
     Open Window | Navigation panel, check Navigation Static box
     Click on Bake. The scene view should show a blue overlay where the NavMesh is defined.
     Test it out

   - Scripts:
     RandomPosition.cs – script to move the WalkTarget object to a random location so that Ethan will head in that direction. A timer method or Coroutine could be used to control how often WalkTarget is relocated.
     Learn Coroutine with Unity Tutorial
     https://unity3d.com/learn/tutorials/topics/scripting/coroutines

     LookMoveTo.cs – set the WalkTarget to where the camera is pointing to
     Learn Raycasting with Unity Tutorial
     https://unity3d.com/learn/tutorials/topics/physics/raycasting

   - Add a feedback cursor – make the WalkTarget visible by adding a cursor
     3D Object | Cylinder, scale (0.4, 0.5, 0.4). Disable the capsule collider. In Mesh render, disable Cast Shadows, Receive Shadows, Using Light Probes, and Reflection Probes

- Great an empty game object GameManager, attach a script KillTarget.cs
  We need to the following features through KillTarget.cs: looking at Ethan to hit him with our line-of-sight ray gun; sparks are emitted when the gun hits target; after 3 sec of being hit, Ethan is killed; when killed, Ethan explodes and then respawns at a new location