Basic AI

Once you have a navmesh built into your scene you can start to add some basic AI to give your game some life. Using a navmesh agent we can get objects to navigate by giving them a destination. You can also alter properties such as stopping distance to keep the objects from bumping into obstacles at the destination point. We will need to build a plan as to how we want the AI to act before we start coding it. We should come up with a few states and transitions for the AI to use. The states will determine the behavior at any given time. The transitions will determine when the AI changes states.