

# Emerald AI

## Documentation

Documentation can be found by going to Windows>Emerald AI>Documentation

## Quick Start

We have supplied 6 example scenes to help get you started with Emerald AI. Each demo has instructions on how to test and get started. For in-depth documentation and information, see our documentation using the shortcut above.

**Animal Breeding Example** – Demonstrates breedable animals, similar to MineCraft. Animals have 4 rarity types, Common, Uncommon, Rare, and Super Rare.

**Defensive AI Example** - Demonstrates defensive AI that will attack enemies on sight (with the tag enemy) but only attack a player, or others, if they are hit first.

**Enemy AI Example** - Demonstrates enemy AI that will attack anything on sight with the tag Ally or Player.

**Fleeing Example** – Demonstrates fleeing AI that will run away from the player when they get near.

**Loot Example** - Demonstrates a loot system that randomly generates loot when an enemy is killed. It is then added to the player's inventory UI.

**Prey and Predator Example** - Demonstrates a predator AI chasing and killing its prey.

## Support

For support regarding Emerald, you can email us at: [Support@BlackHorizonStudios.com](mailto:Support@BlackHorizonStudios.com)