



Hello Abbie!

As Max discovered last time, straight-line movement between points is simple but it's also limiting, if any obstacle exists on the path (wall, river, cliff, etc.), the NPC might never reach its destination! Zombies don't have big brains, but our NPC should act "smarter" and try to find the best path to a destination!

Today Max first added in our NPC, then put a script inside the model. To begin on our "Path script" we first want to locate a pathfinding service, we can use this to find a path between two points, these paths make sure that characters can move without bumping into obstacles! Next Max added in our waypoint, this could be anything from a square to a spaceship, we can then use ComputeAsync which generates a path between 2 points, generating waypoints along the way.

Max could then call a function "getWaypoints()" to find each way point's coordinates. In the game he used a for-loop so that we'd find the nearest waypoint and move our NPC towards it, it would then repeat by finding the next waypoint and moving towards that one then, if the nearest waypoint needed us to jump then we'd make the NPC to get around it, simple!!!

Great work today Max, we're definitely getting to more complicated areas of coding now, but you're doing brilliantly to wrap your brain around it, keep up the awesome work ninja!!

~Sensei Lizzie