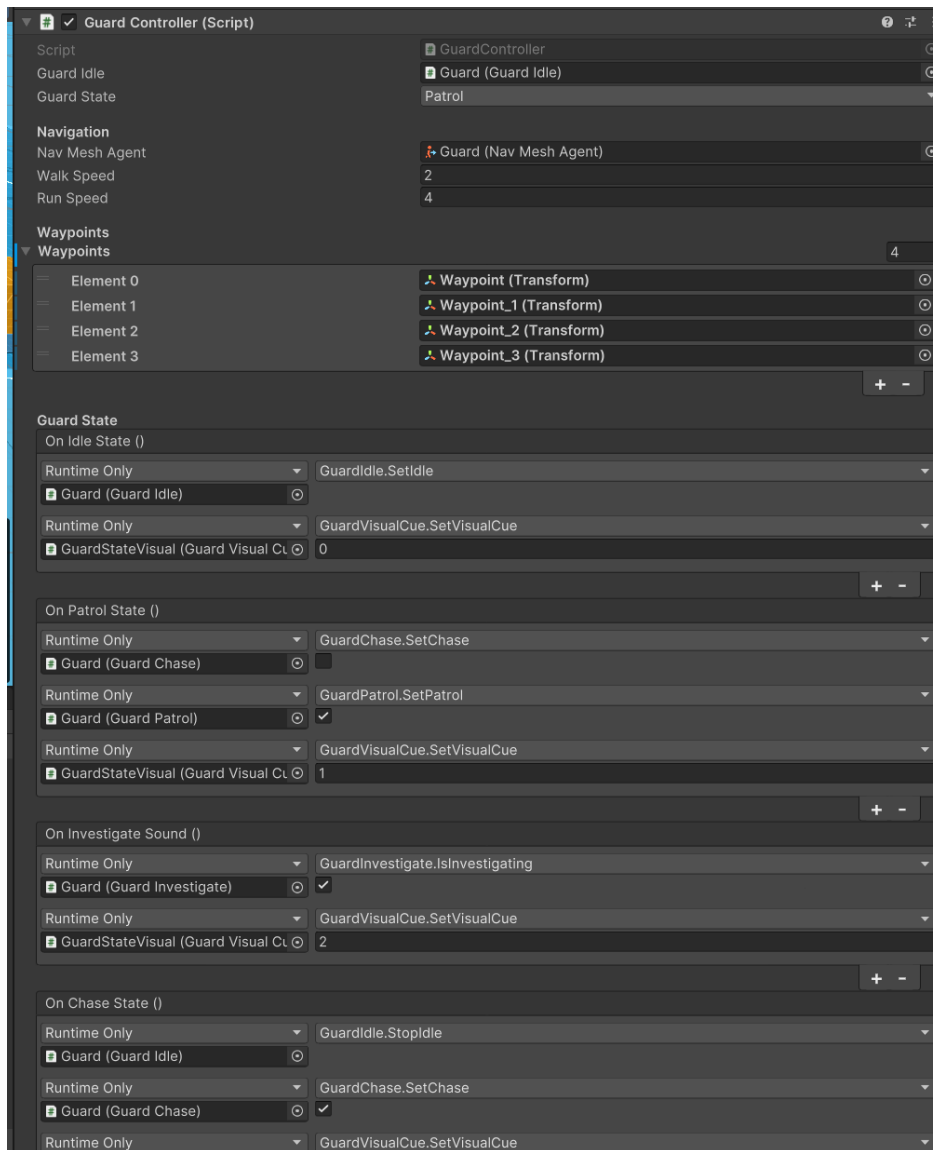


Technical Documentation

How to use guard ai system

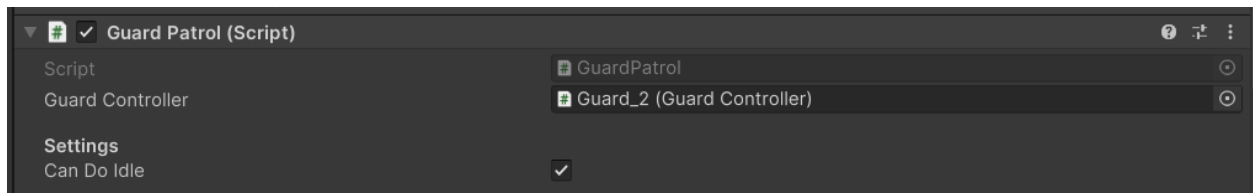
Guard Controller



- **Overview:** The Guard Controller script serves as the central component orchestrating the behaviors of the AI guard. All other AI behaviors reference this controller script for guidance and decision-making.
- **Default Behavior:** By default, the AI guard remains in an Idle state until instructed otherwise.

- **Navmesh Agent:** This script automatically attaches a Navmesh Agent component to this script upon initialization, although it does not assign a destination automatically.
- **Patrol Waypoint:** For patrol behavior to function correctly, ensure that you assign Patrol Waypoints to dictate the guard's patrol route.
- **Unity Events:** Custom AI behaviors can be implemented by adding appropriate Unity events within the Guard Controller script.

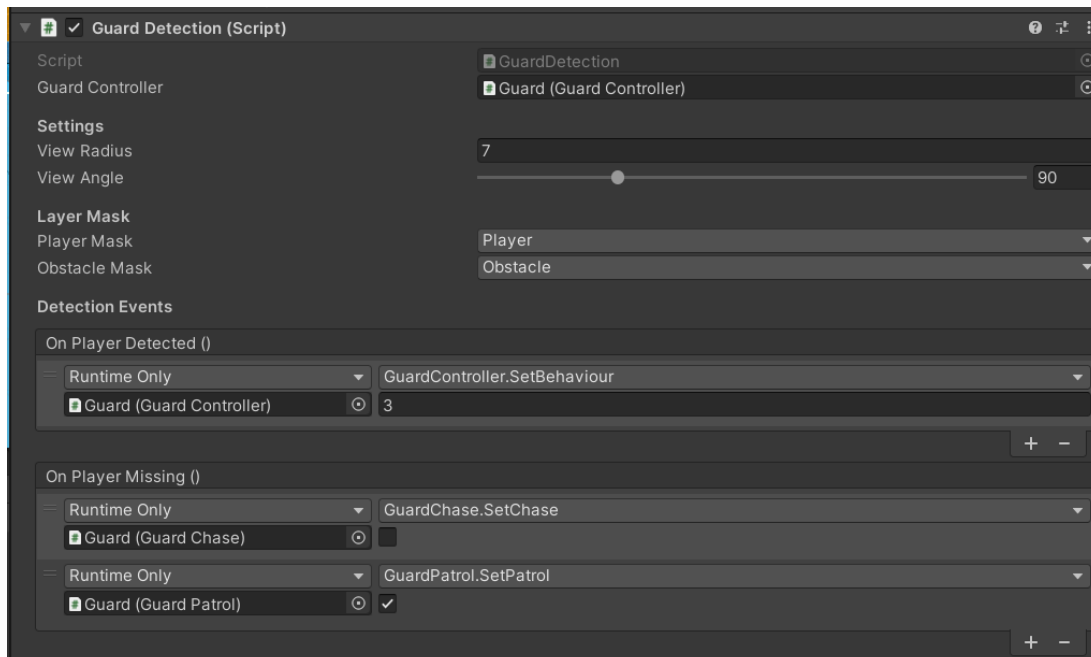
Guard Patrol



- **Waypoint Configuration:** You can configure the guard's patrol waypoints directly from the controller script, providing flexibility in defining the patrol route.
- **Idle Behavior:** Define whether the guard should enter an Idle state upon reaching each waypoint.

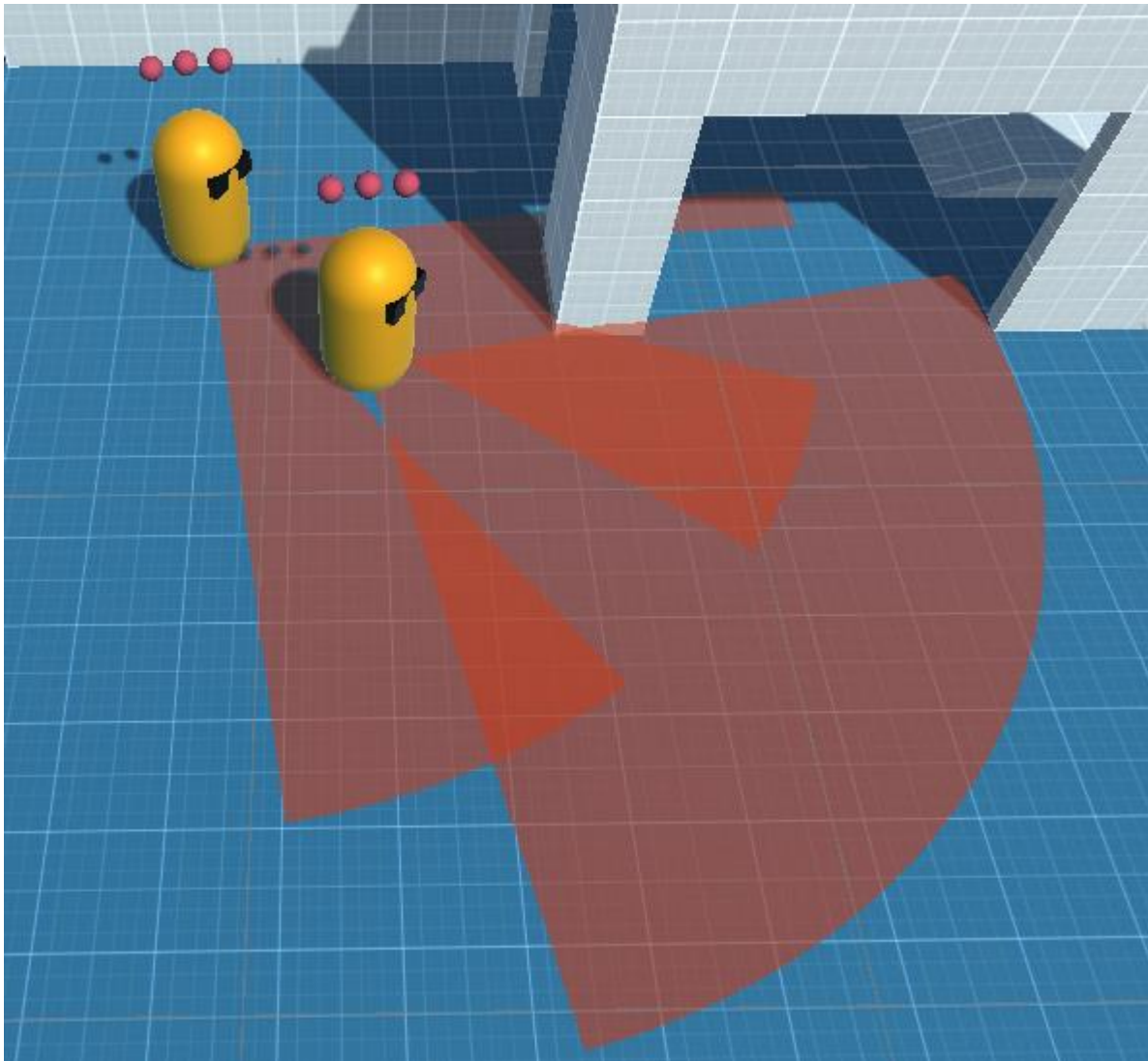
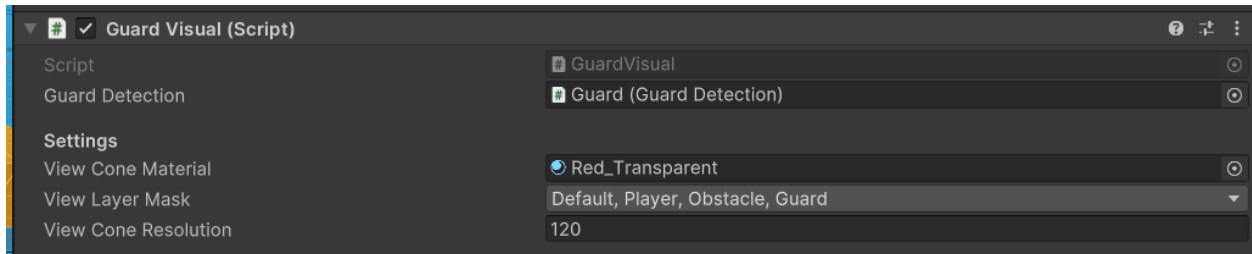
Guard View Detection

Functionality: This script facilitates view detection without requiring the presence of Guard View UI elements.



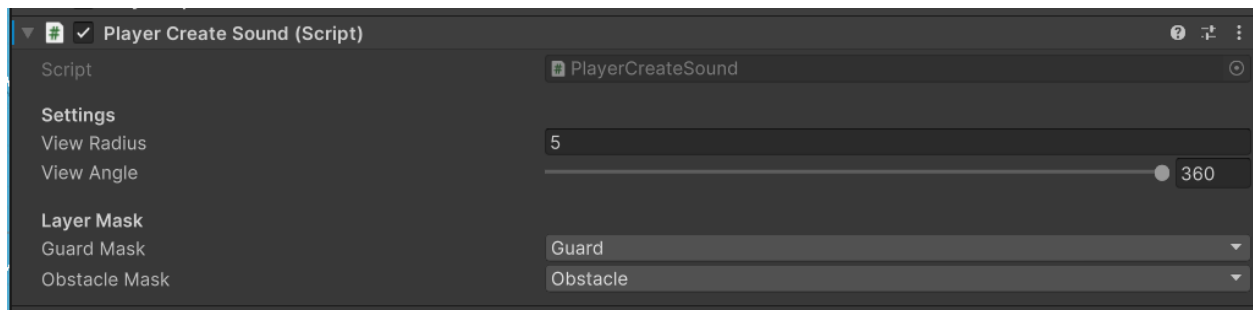
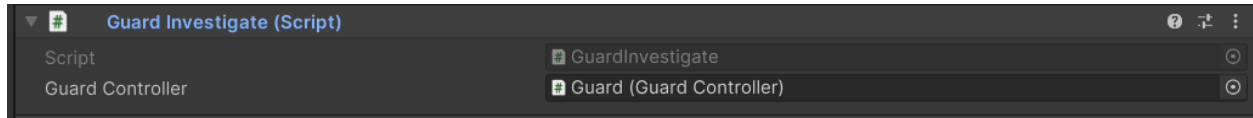
Guard View UI

Overview: Guard View UI serves as a complementary script that utilizes the guard view detection parameters, including view radius and angle, to visually represent the guard's field of vision.



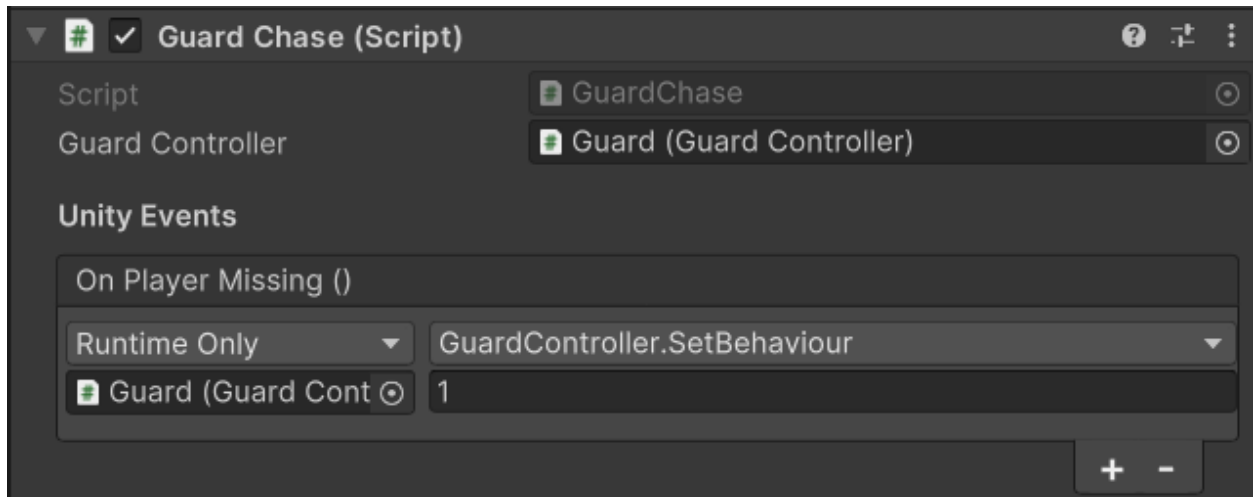
Guard Investigate

Overview: Guard Investigate script collaborates with the Player Create Sound script to implement sound detection mechanics within the guard AI system.



Setup: Attach the Guard Investigate script to the guard GameObject, while Player Create Sound script should be attached to the player GameObject to enable sound-based investigation mechanics.

Guard Chase Player



Activation: This script initiates when the guard detects the player within its detection range, triggering a chase behavior to pursue the player.