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HW 5 Written Questions – Game Development

5a) Explain the navigational mesh for AI in Unity with any two features:

The navigational mesh for AI is a data structure used for AI pathfinding. Pathfinding means it calculates the best route to a target destination. The NavMesh defines walkable areas and obstacles in a 3D environment. It will automatically handle pathfinding, movement, and obstacle avoidance. One feature is ‘stopping distance’ which defines how close the agent will get to its target before stopping. A second feature is ‘speed and acceleration’ which are the configurable parameters that define how fast and responsive the agent is.