Game Engine Development – Team Crankshaft Games

Lab #3 – Question 2

In order to modify the enemy component system to allow for obstacle avoidance, the only component that we would need to modify is the pathfinding element. There would be a new script component that receives input allowing the enemy to detect the location of obstacles. This information would then be passed to the new pathfinding component, that would process that information and modify it’s pathing.