

Weekly Report 3: Senior Design Project

For this week I have been looking into implementing enemy AI 2D pathfinding for my flying enemies. This I have been working quite diligently on, searching for Unity AStar pathfinding tutorials for roughly an hour a day. On Thursday and Friday, I began to apply this pathfinding to a test enemy AI in a prototype scene that I created, and it now works almost exactly the way I wanted it to work. Now I believe the next step in my process for this type of enemy in my game is to implement a field of view so that these enemies do not automatically begin pursuing the player right when the game starts, only when the player enters the enemy field of view.

Milestones for the near future (by week starting from now):

I realize that I do not actually have a set plan for how I will get most of my game done. I just plan on getting done what I feel is possible and makes the most sense to do at that moment. From there, I will begin to piece the separate components together to have my final product. Here is a tentative list that I have so far:

1. Learn how to make a proper field of view for the AI entities.
2. Implement that field of view so that the enemy AI only begins to pursue the player after entering the field of view.
3. Learn how to create a “directional pad” to move the decoy player I have added to my test scene.
4. Implement the directional pad so that the user can move the player.
5. Add the default weapon to the flying enemy that I have created (just a non-automatic projectile weapon for now).
6. Add the default weapon to the player (I will probably do two defaults, one melee and one long range).