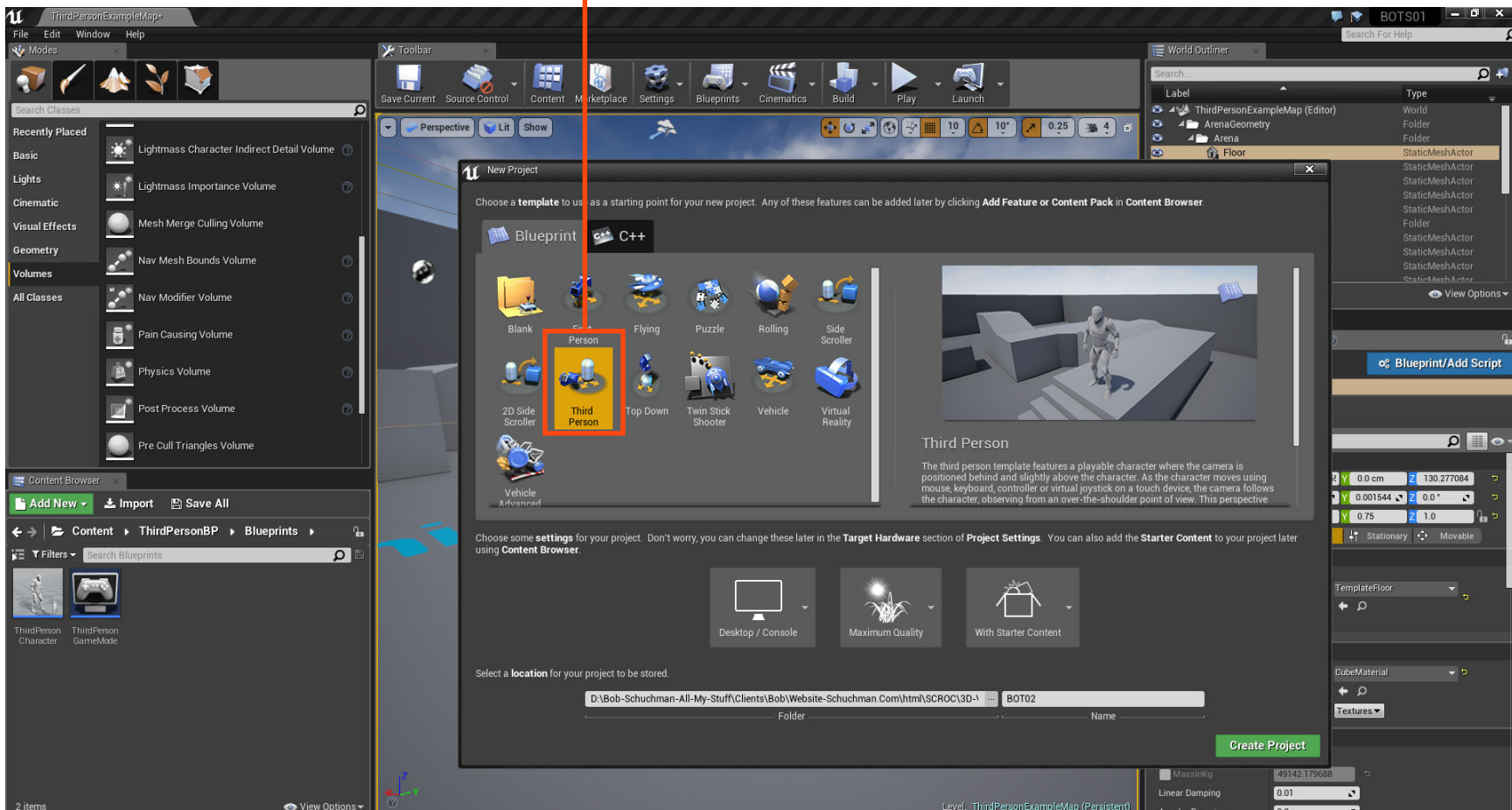Career Technical Education
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In this tutorial you'll add a BOT to a level. The BOT will have a field of vision that when into will tell the BOT to chase you.

1. Open a new "Third Person" project.

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Next you need to define the area where the BOT will exist.

2. Select "Volumes" and place a "Nav Mesh Boundaries" into your scene.
Use the scale tool to size it up to include the play area.

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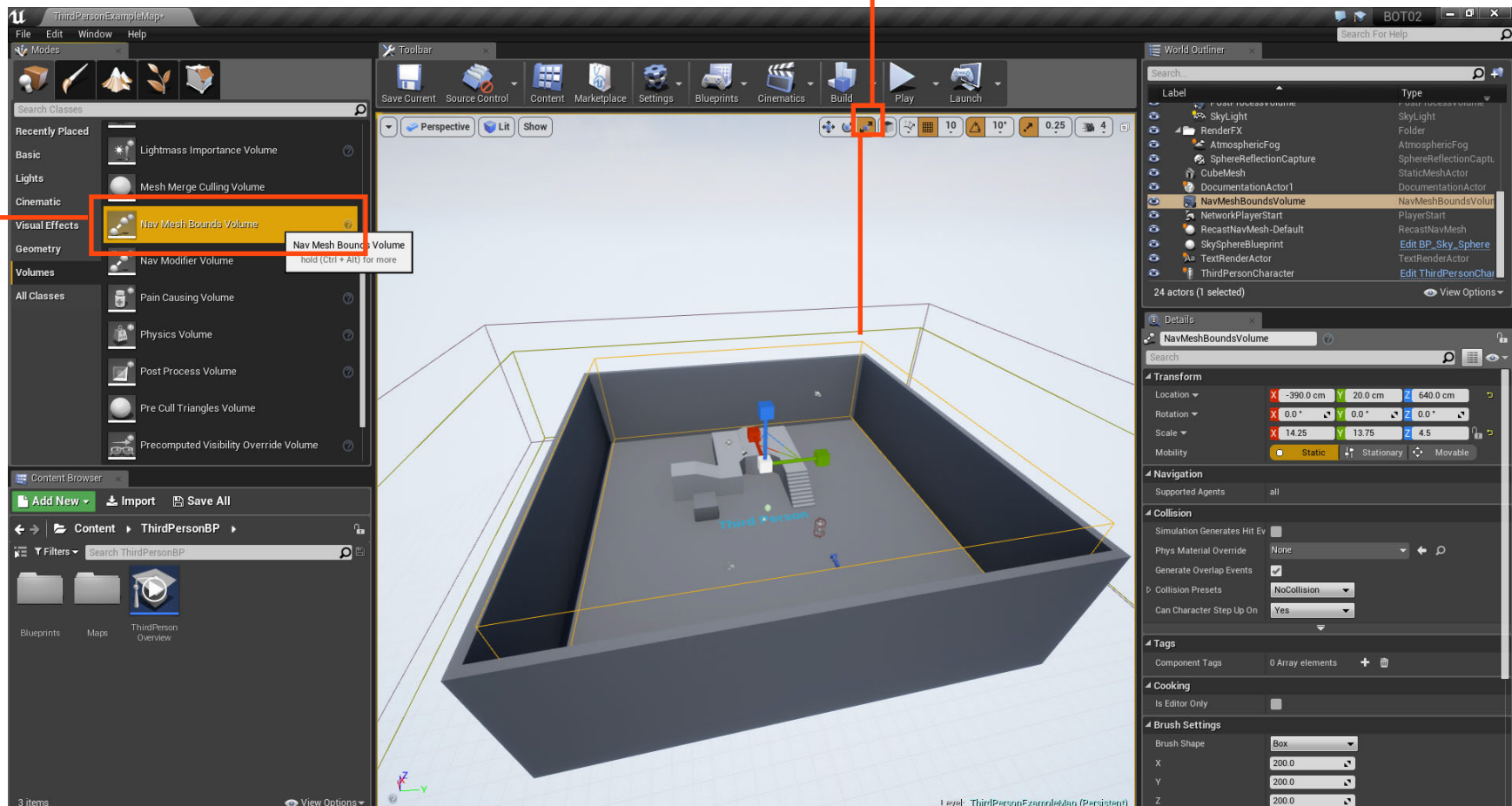
The level already includes a pawn character with blueprint settings. To make it simple, you'll duplicate this character and modify the settings to create the BOT.

3. Find the pawn character in the Content folder. Right click and "Duplicate".   **4.** Give your new character a name.

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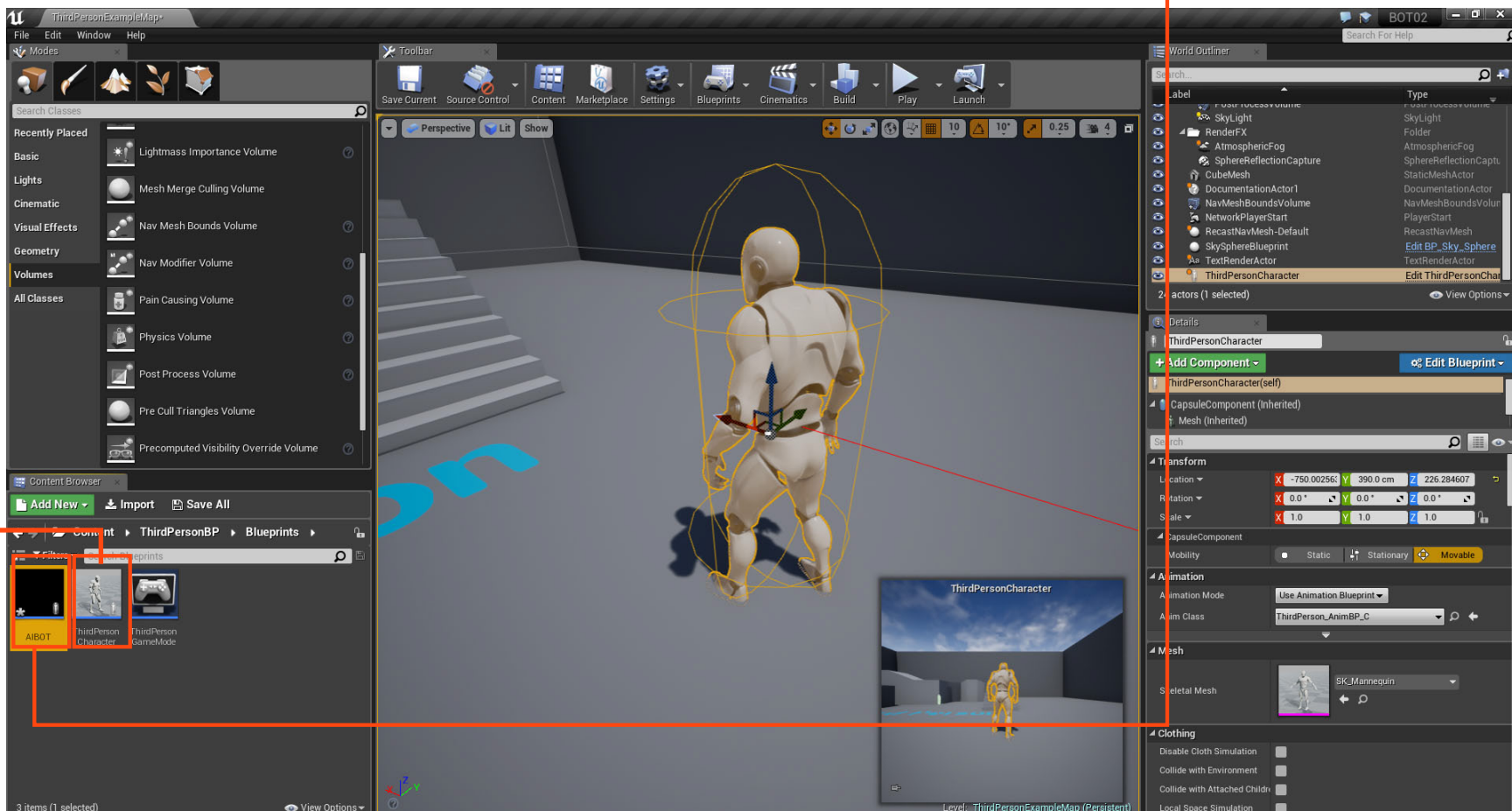
5. Double click the new BOT to open it in Blueprint.

6. The pawn character comes with a lot of stuff that you don't need for the BOT.
You will delete all the following input nodes.

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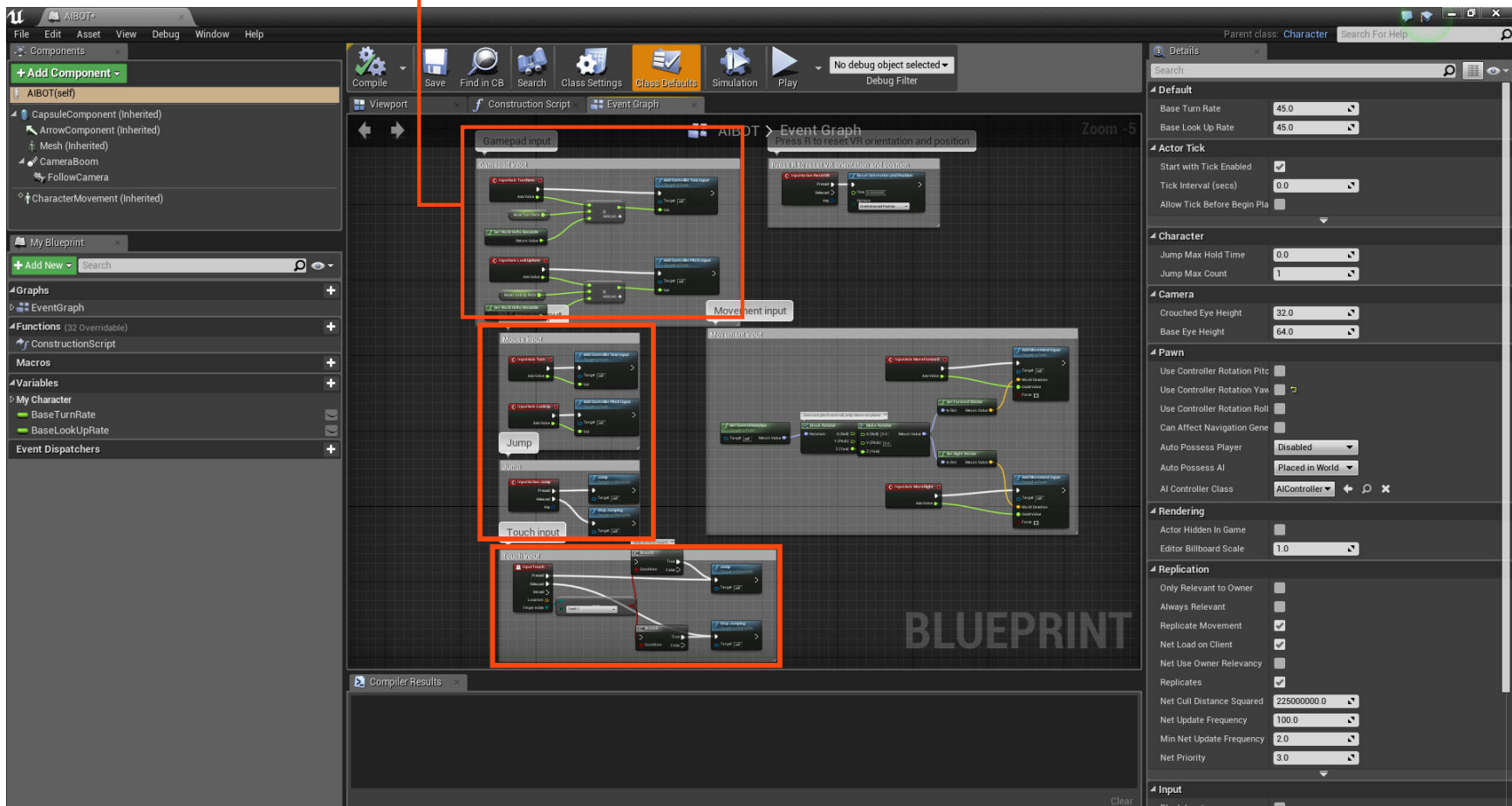
You need to remove the camera from the BOT and add instructions for the BOT to sense your pawn.

7. View the BOT in the Perspective window and delete the "Camera Boom" and the "Follow Camera".
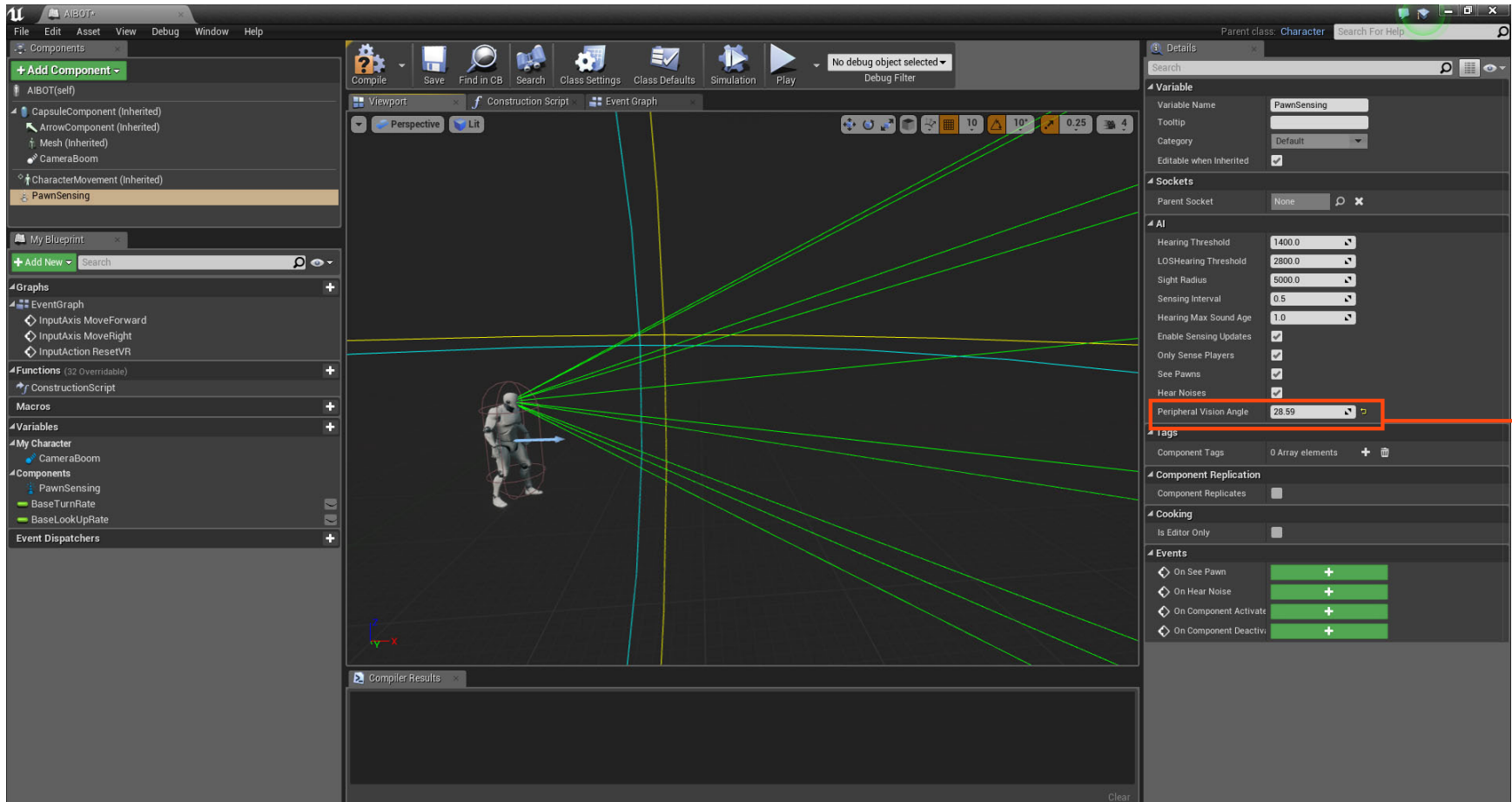
8. Then add a "Pawn Sensing" component.

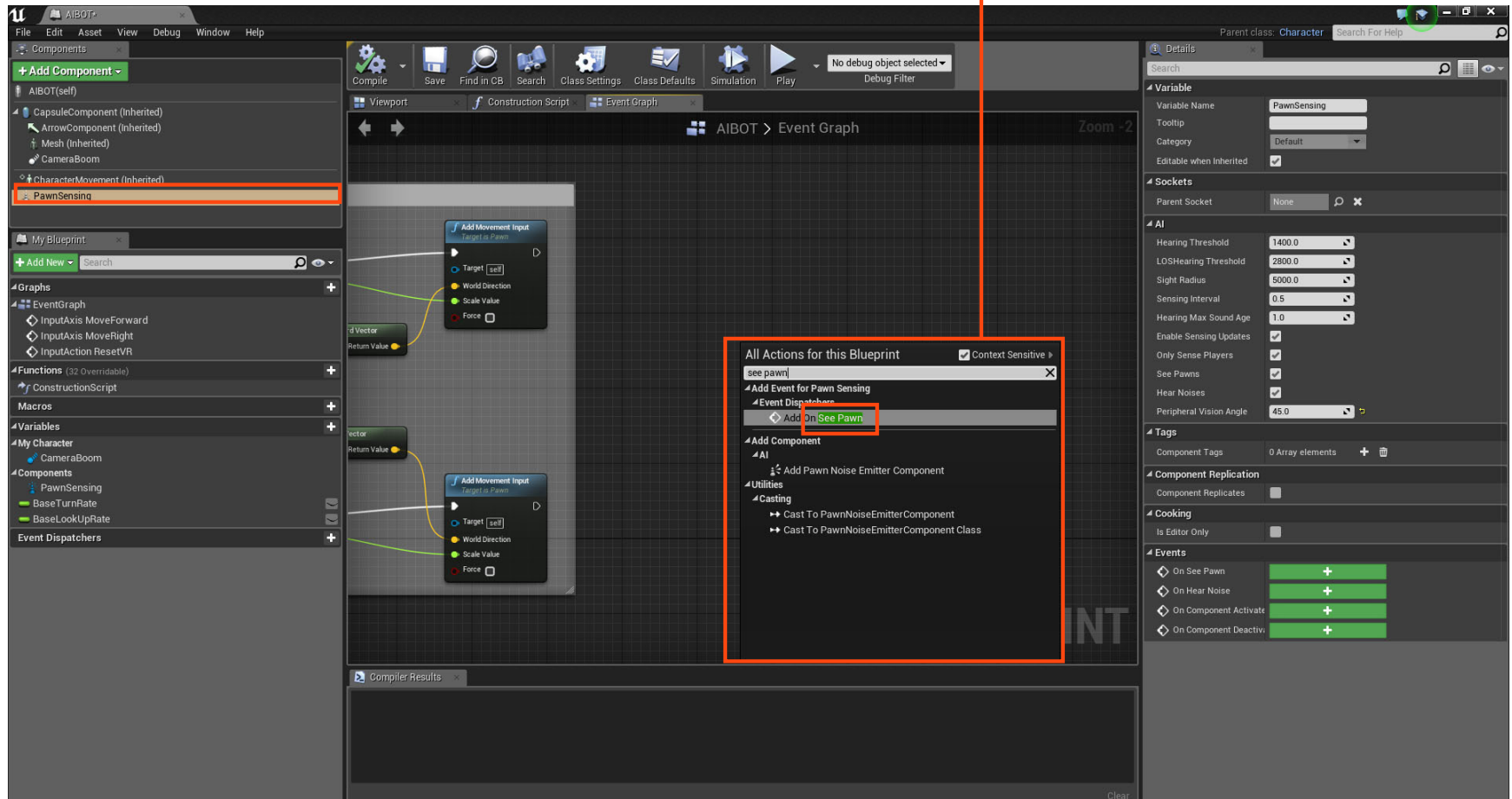**9.** Compile the scene and select "Pawn Sensing".

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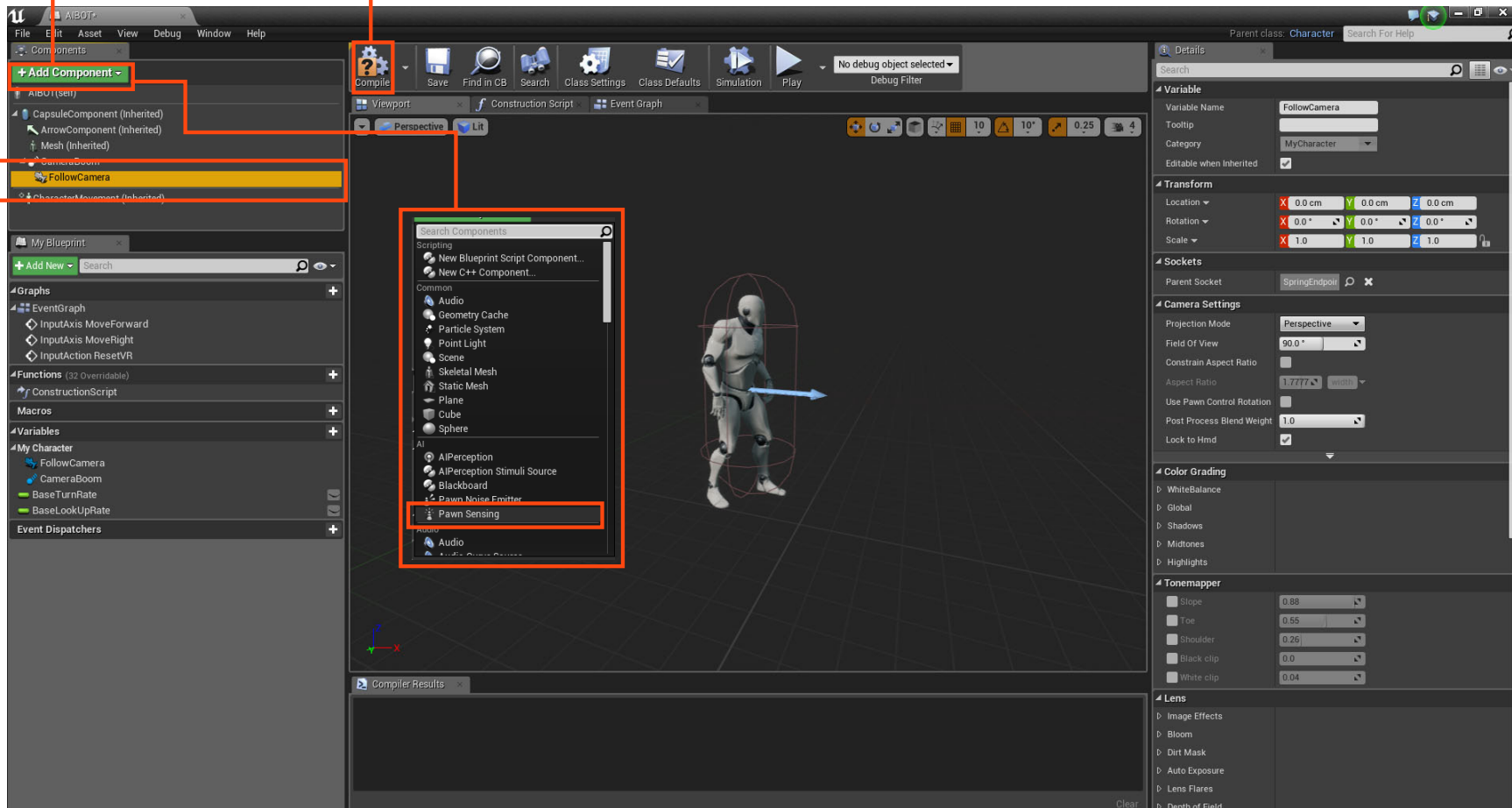
10. Now you adjust the "Peripheral Vision Angle". This will create a more realistic play. 45 is a good setting.
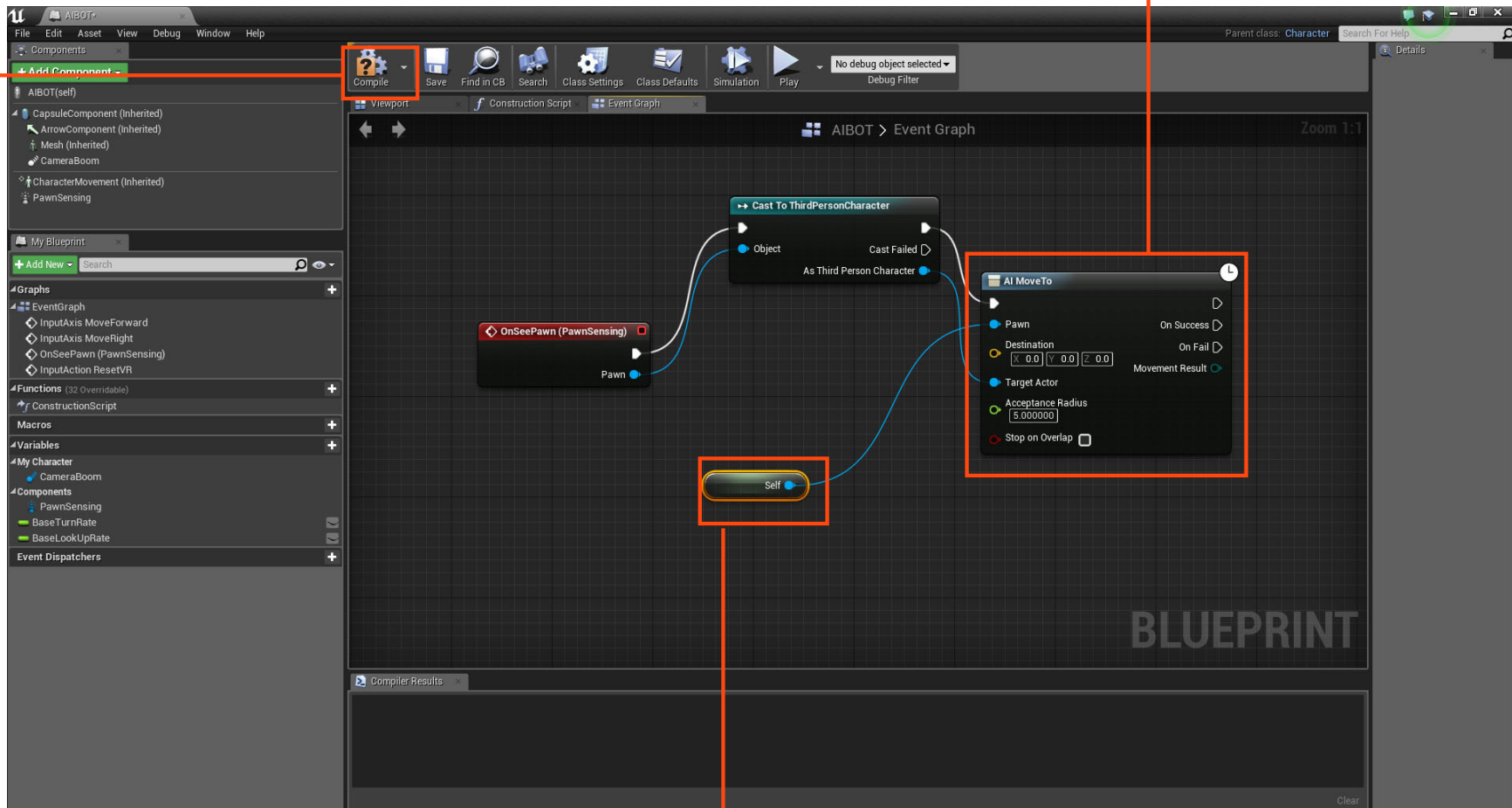
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11. Select the Event Graph (make sure "Pawn Sense" is highlighted). Right click and create a "See Pawn" event node.

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12. Drag another node and choose "Cast to Third Person Character".

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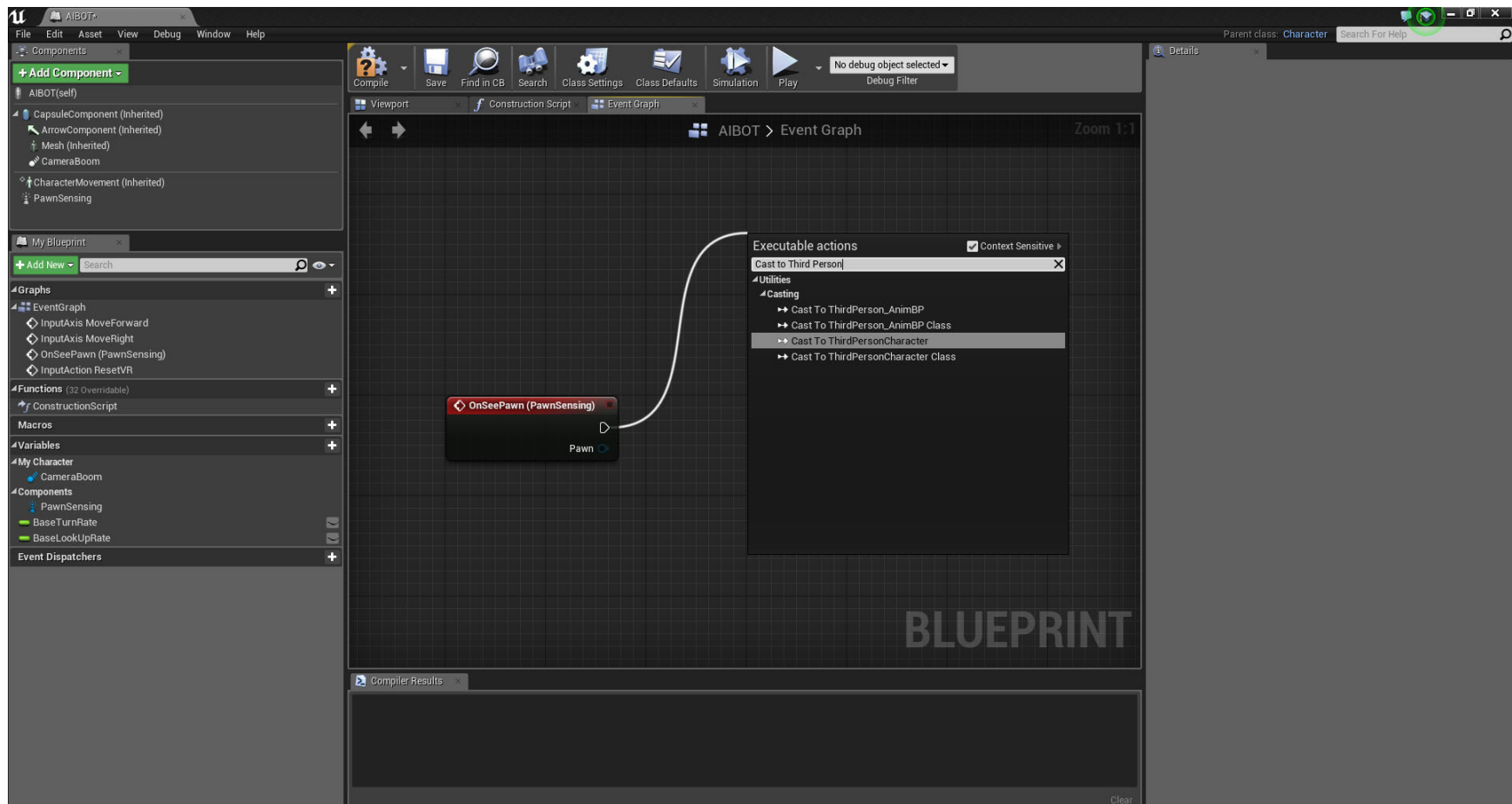
13. Drag another node - "AI Move To"

14. From Pawn drag a node - Type "Self"

15. Click "Compile".

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16. Exit Blueprint and drag your BOT into your scene.
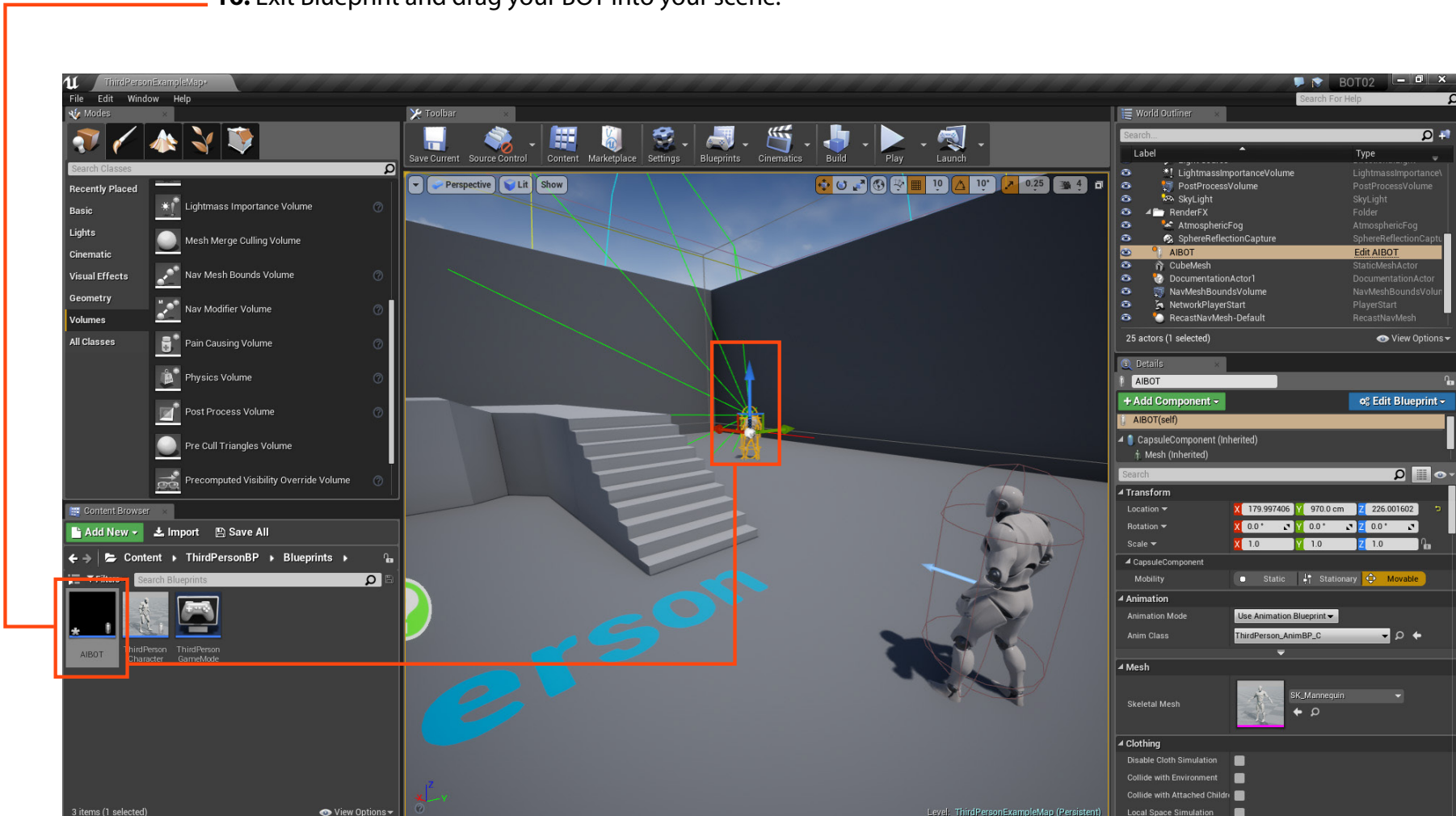
PLAY THE GAME!

Enter the BOTs field of vision and he will give chase.