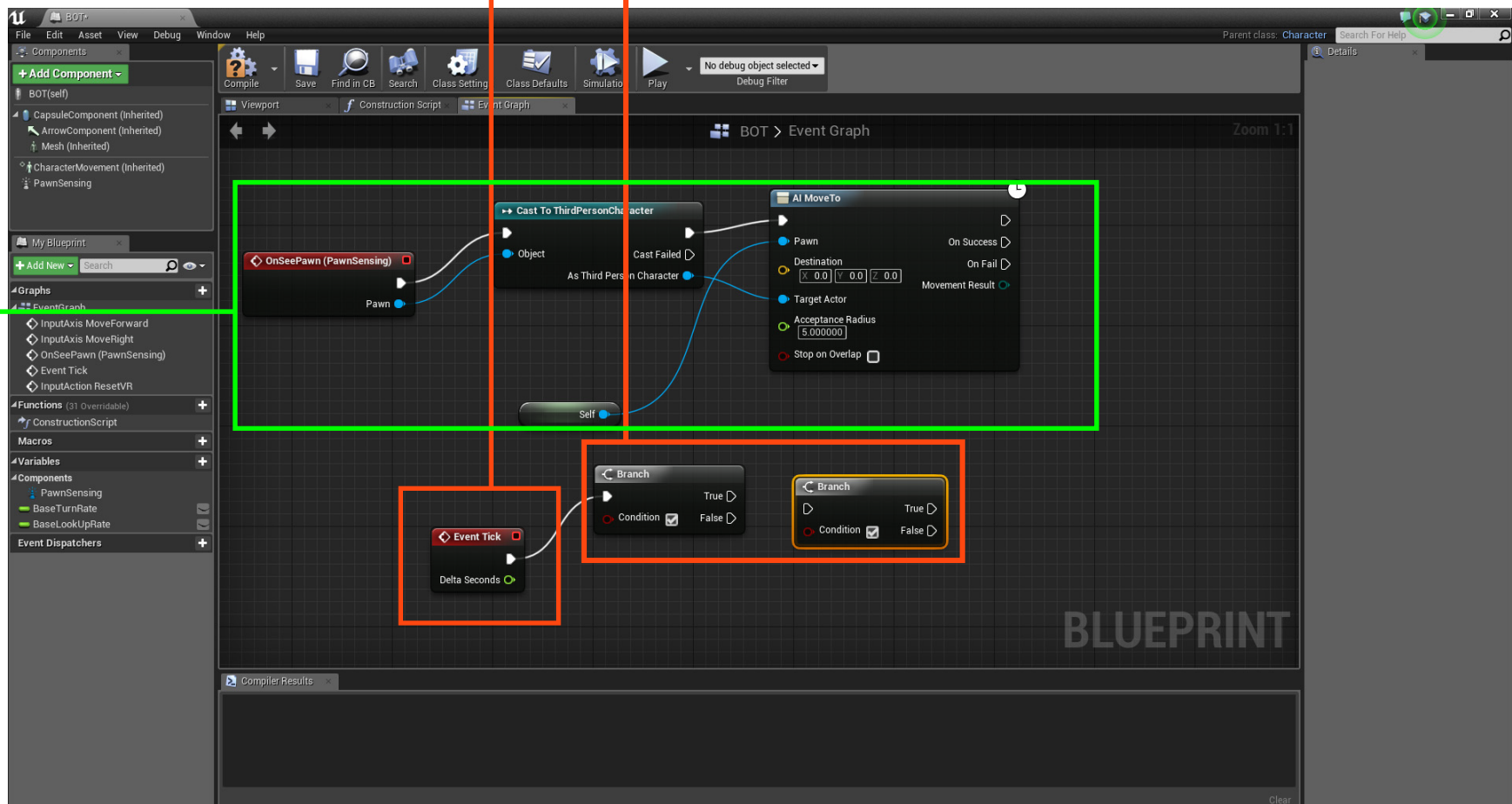


The tutorial introduces “variables” and expands your knowledge of Blueprint.

This tutorial leaves off from the “Adding Bots with AI” tutorial from Intro to Video Game Design. The Blueprint below is for the BOT in that tutorial.

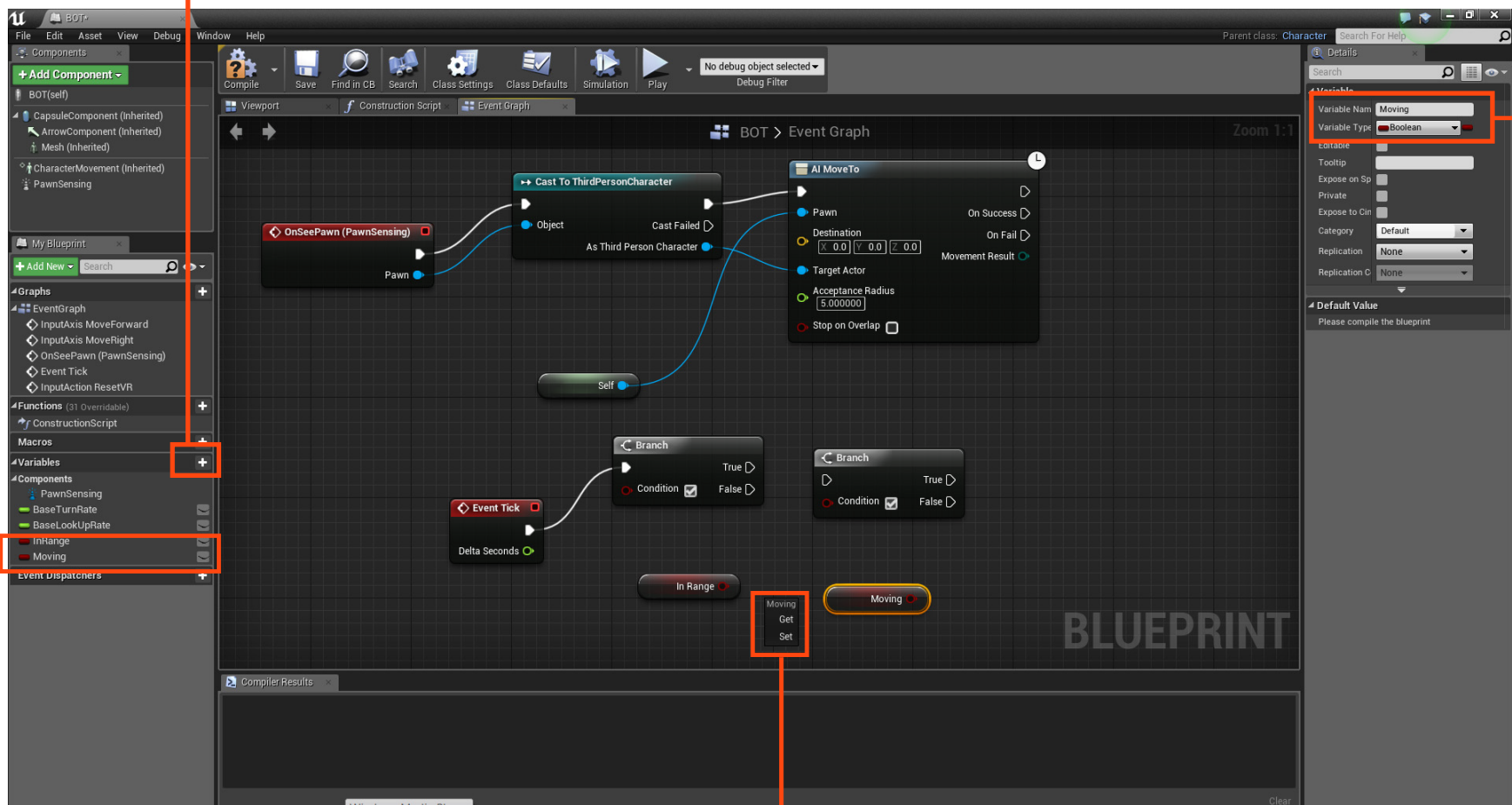
1. Right click and add an “Event Tick”

2. Drag and connect two “Branch” nodes.



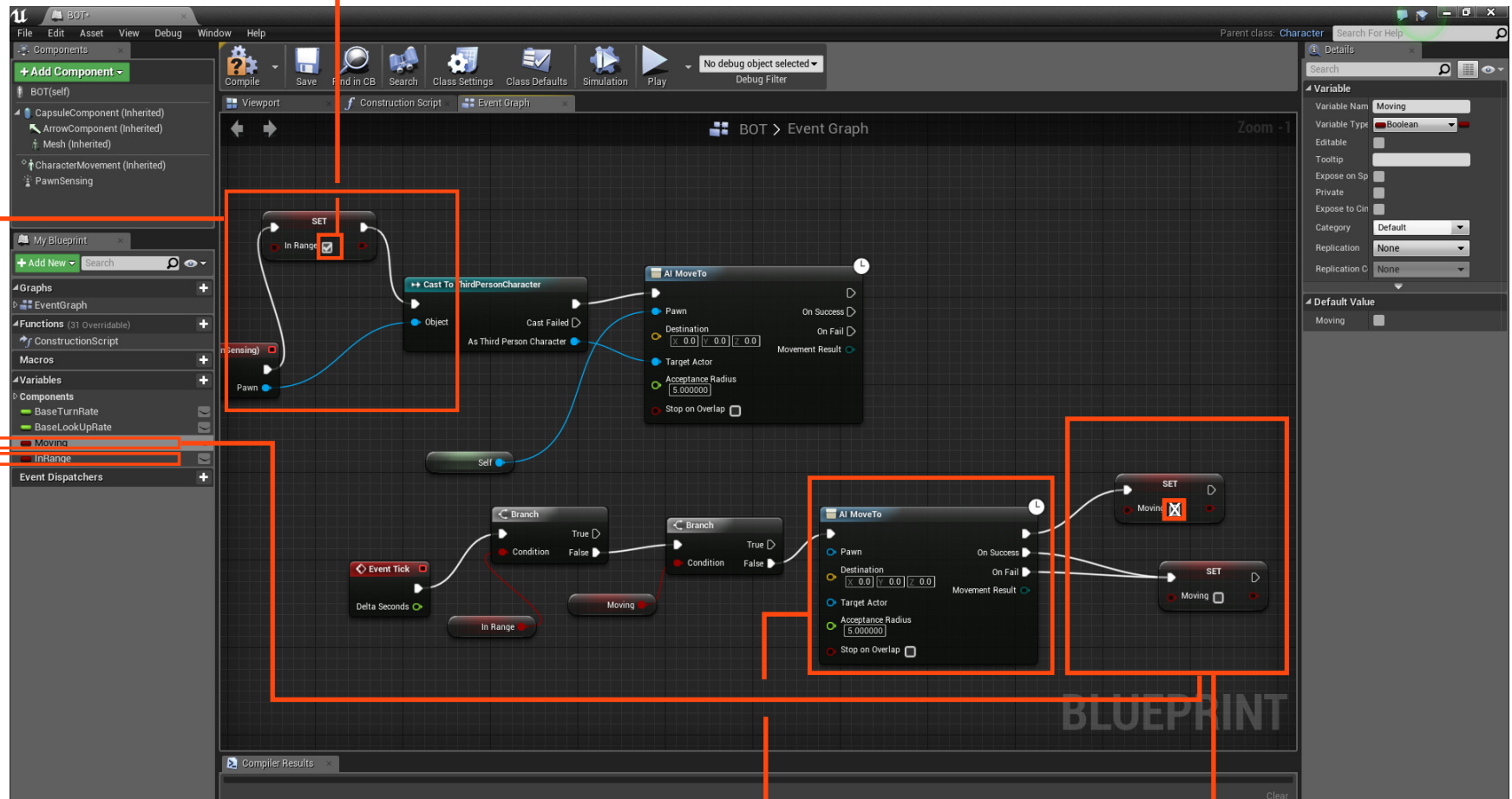
Next you need to control the movement of the BOT. For this you need to create two variables.

2. Click the "+" icon on the variables panel. Make sure the variable is set to "Boolean" and name the variable "Get".



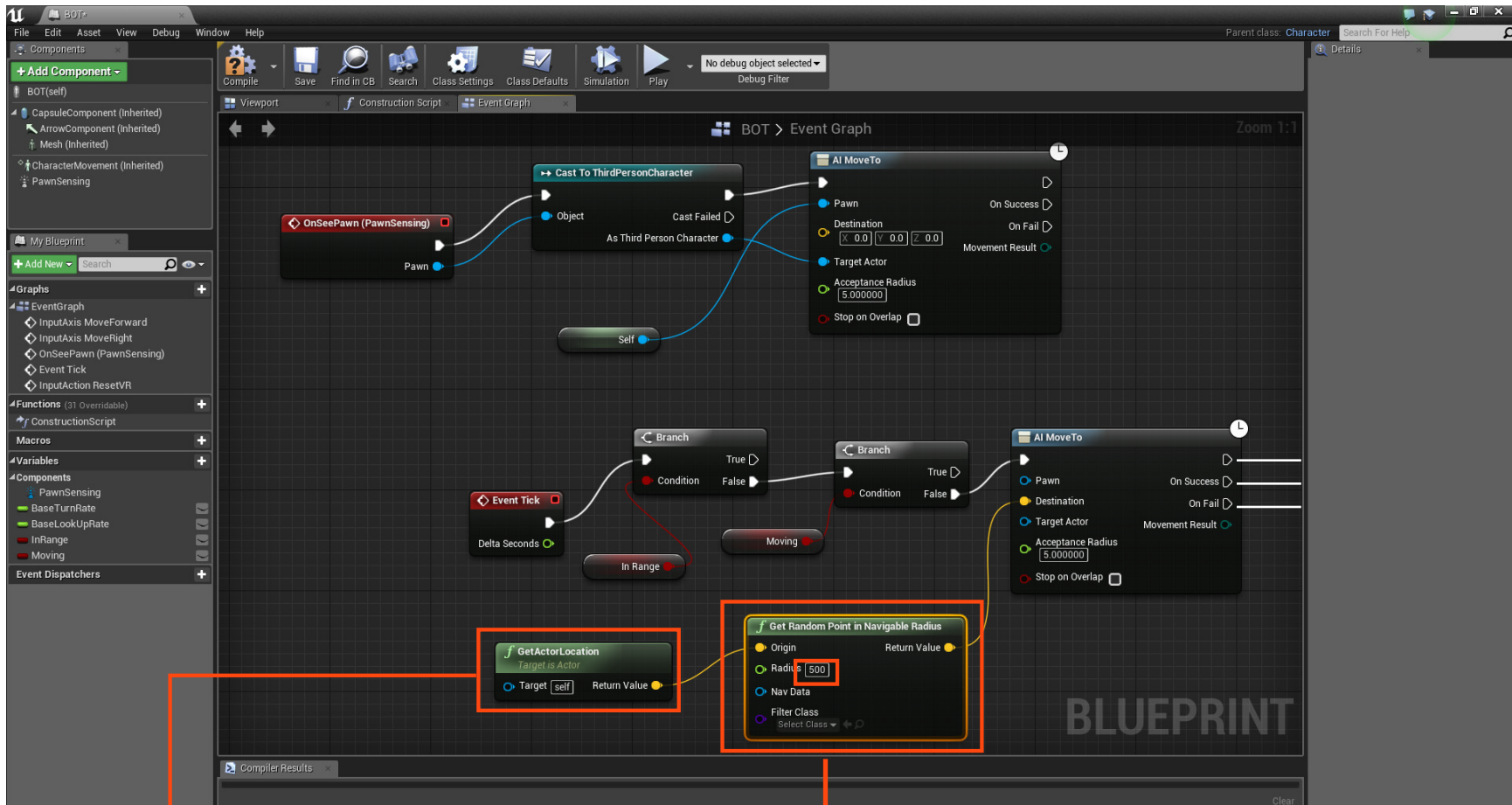
3. Drag the two variables into Blueprint and select the "Get" option.

6. Next you'll go up to the original BOT structure and add another "In Range" variable and connect as shown.
Make sure to set this to "True"



7. Drag and set an AI Move node.

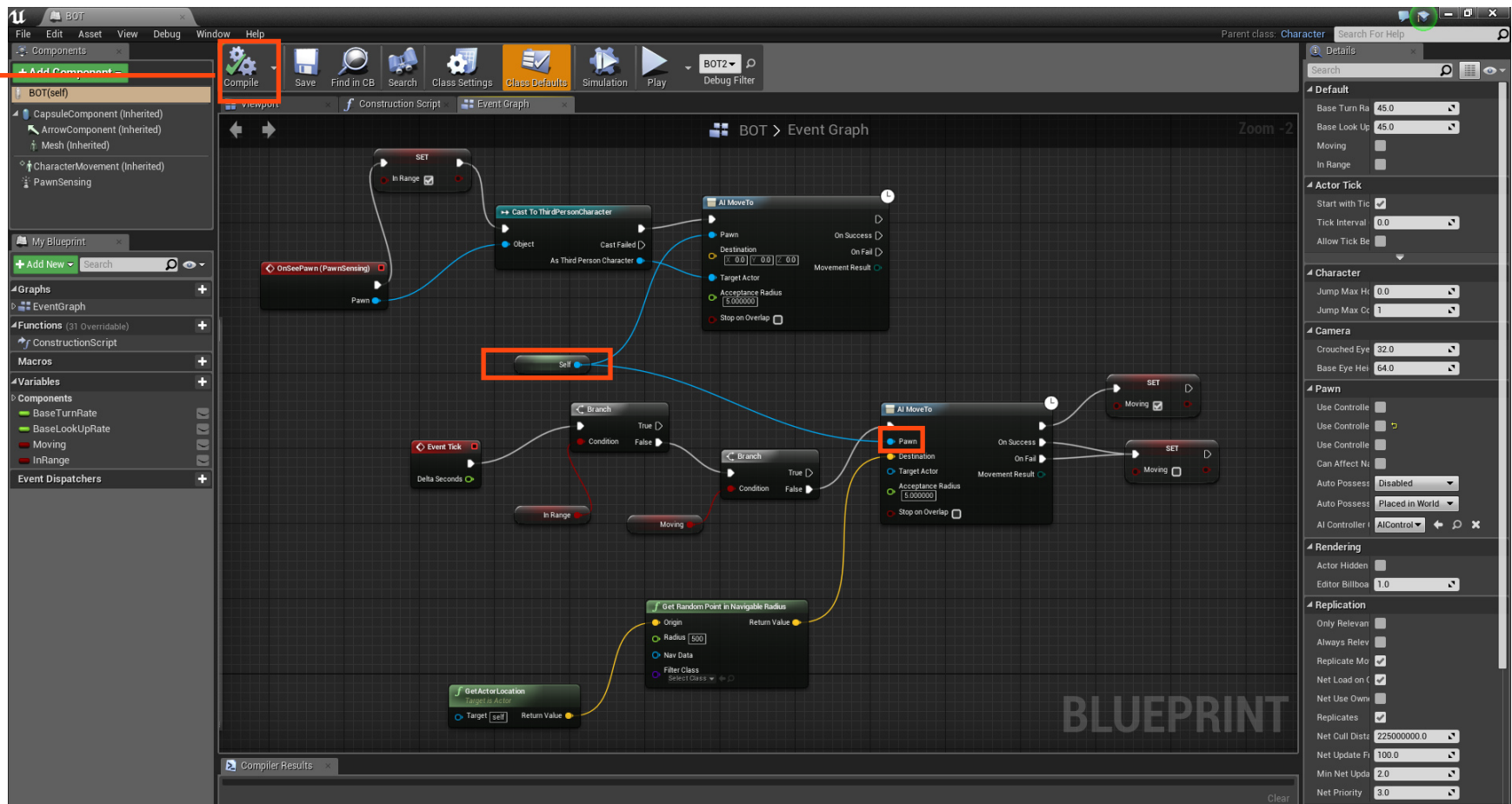
8. Create two "Moving" variables
Set one "True" and leave the other "False"



10. Drag and connect a "GetActorLocation"

9. Get Random Point in Navigable Radius
Set Radius to 500

11. Lastly, connect the new Blueprint strand to the original BOT strand.



The final Blueprint for the randomly moving BOT should look like this.

Compile and Test