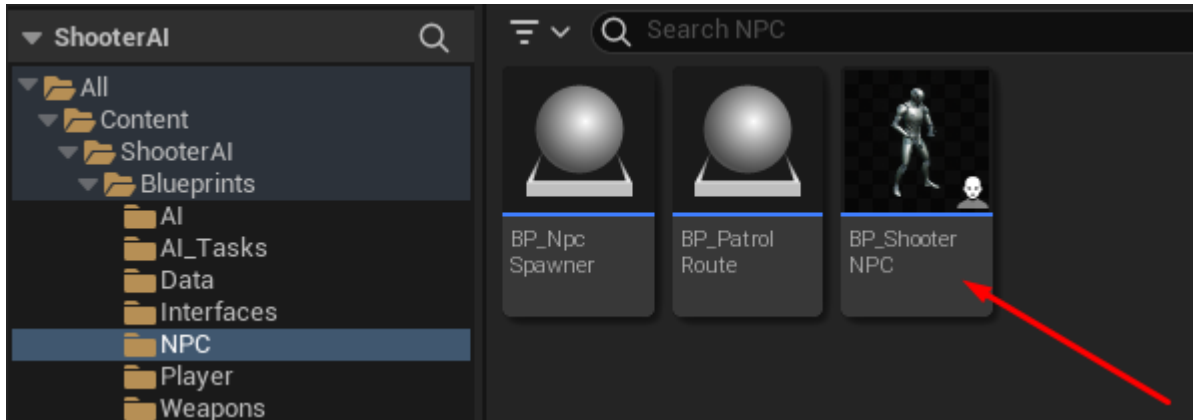
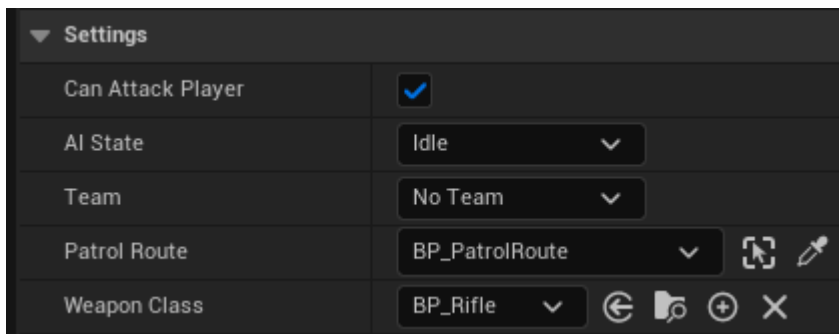


Plug and Play Shooter AI

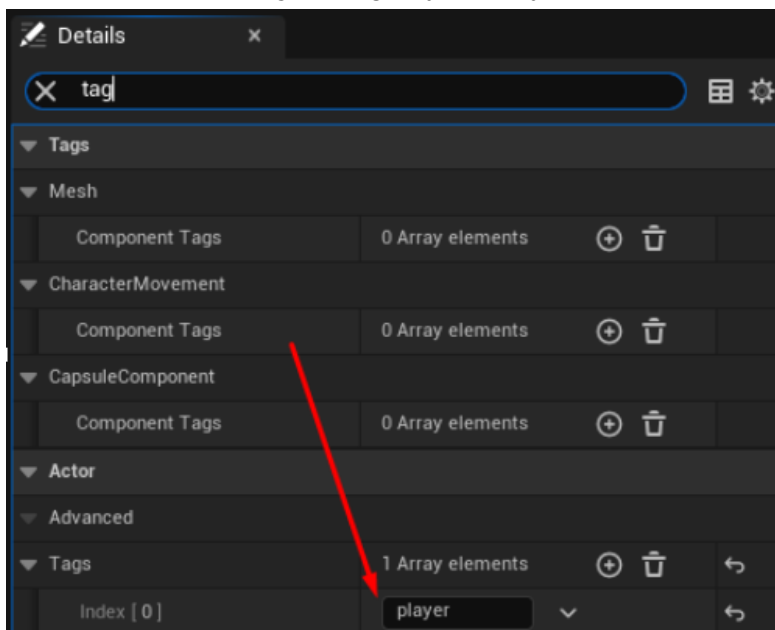
Step 1 - Select the Shooter NPC actor and place it on the level. Do not forget to add NavMesh Bounds Volume.



Step 2 - In the details panel, set NPC settings. Default AI state, Team, can NPC attack player or only other NPCs, patrol route and weapon class.



Step 3 - Add the “player” tag to your player character blueprint.



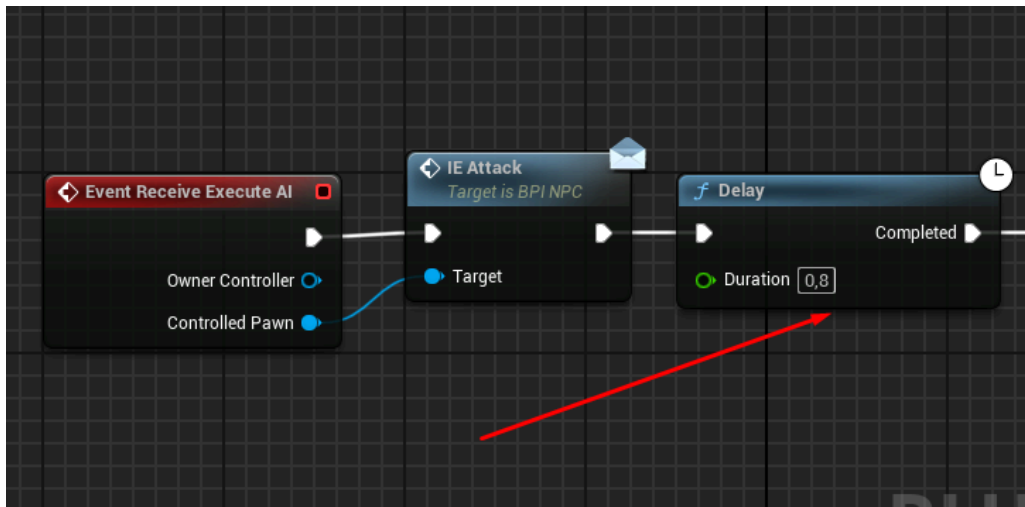
TEAM SYSTEM

NPC has a team setting. There are 3 teams

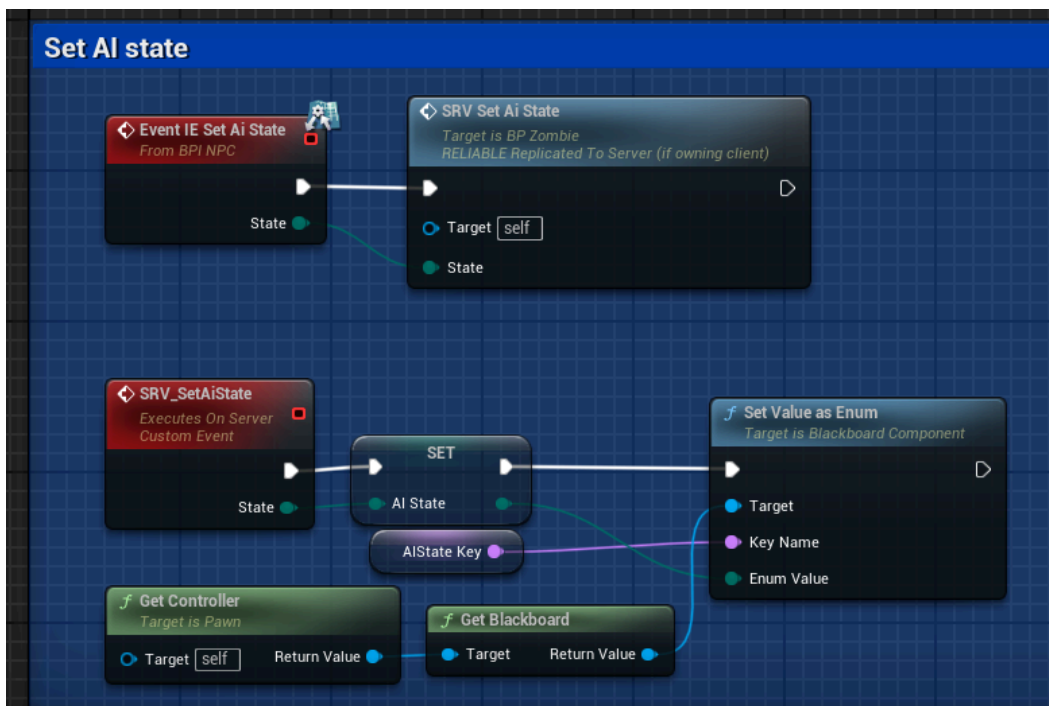
- No team - attack everyone
- Red - attack blue team, no team and player
- Blue - attack red team, no team and player

AI TASKS

BTT_Attack - delay depends on the attack animations. After you will add your own animations, change delay to attack animation duration.



Use **IE_SetAIState** npc interface event to change AI behavior.



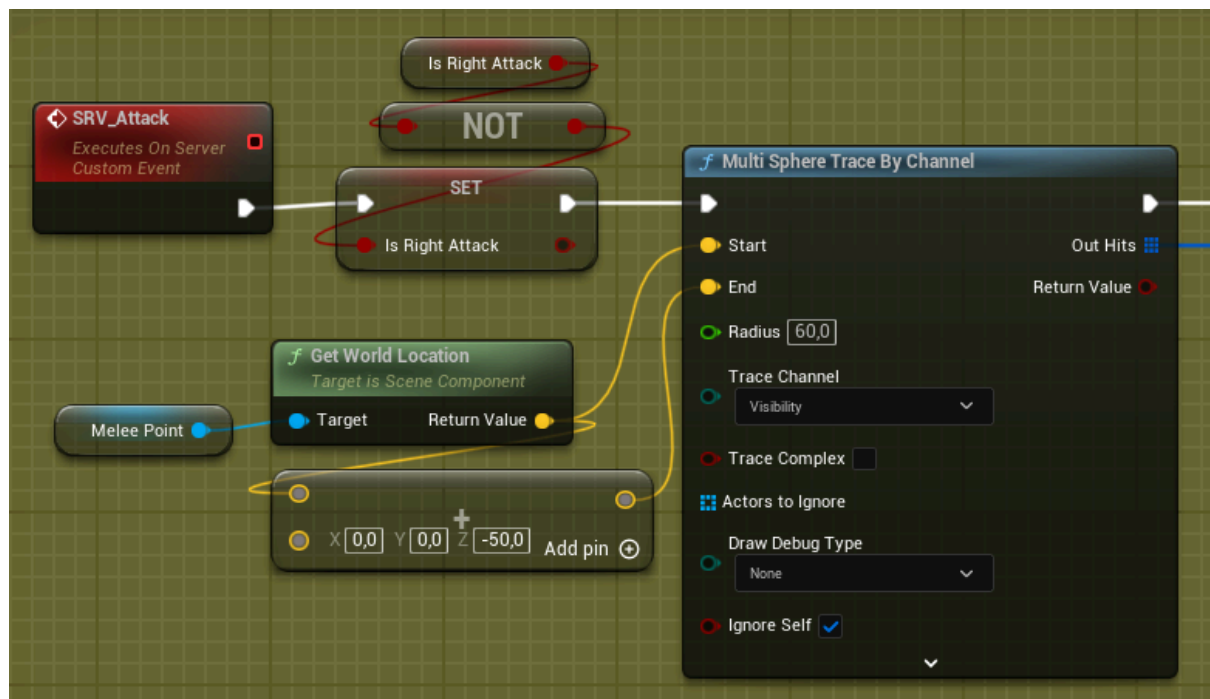
NPC settings. You can change variable values.

▼ Settings		
CanAttackPlayer	Boolean	👁
AI_State	E AI State	👁
Team	E AI Team	👁
PatrolRoute	BP Patrol Rc	👁
Health	Float	📏
BaseDamage	Float	📏
WalkSpeed	Float	📏
RunSpeed	Float	📏
MeleeWeaponSocket	Name	📏
AIStateKey	Name	📏

Attack event

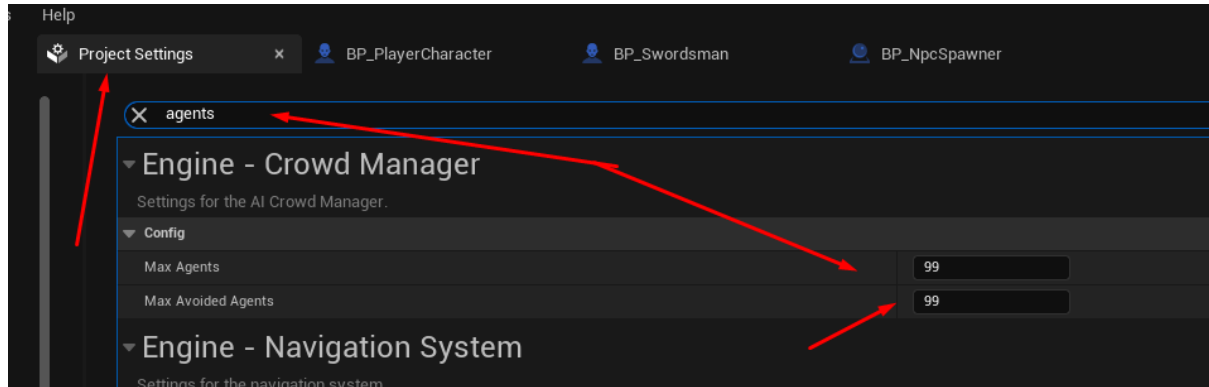
You can find it in the **BP_ShooterNPC** blueprint and in **BP_BaseFirearmWeapon** blueprint, **F_HitScanAndApplyDamage** function.

I use trace by channel (visibility). Make sure that your player character blocks the visibility channel.



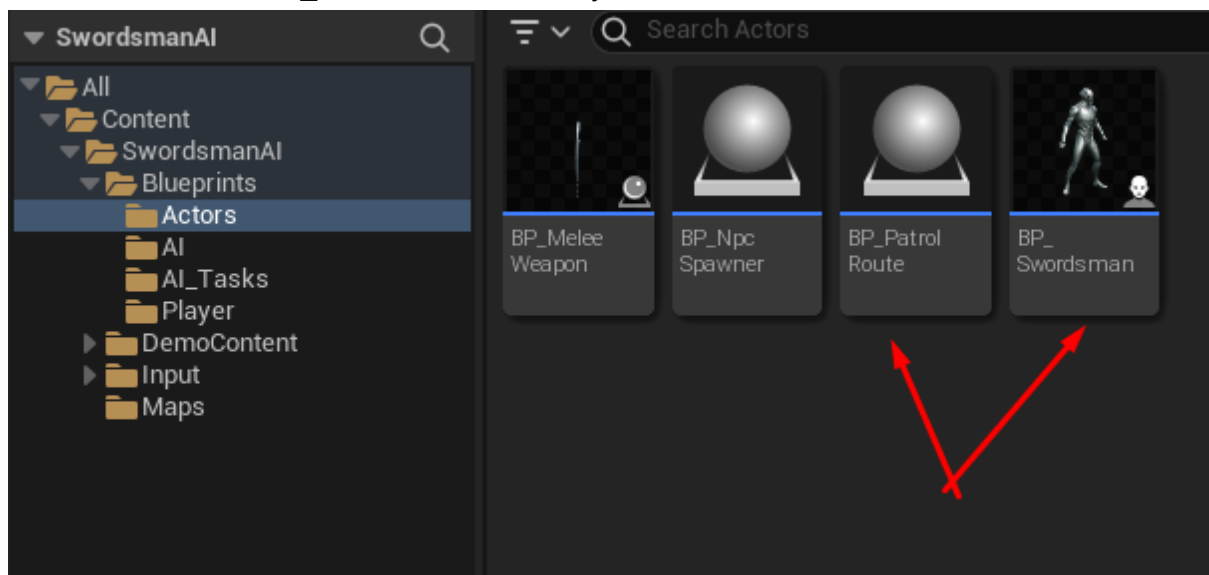
FAQ

If some of NPCs are not moving, find max agents, max avoided agents settings in the project settings and set it to 99 or more.

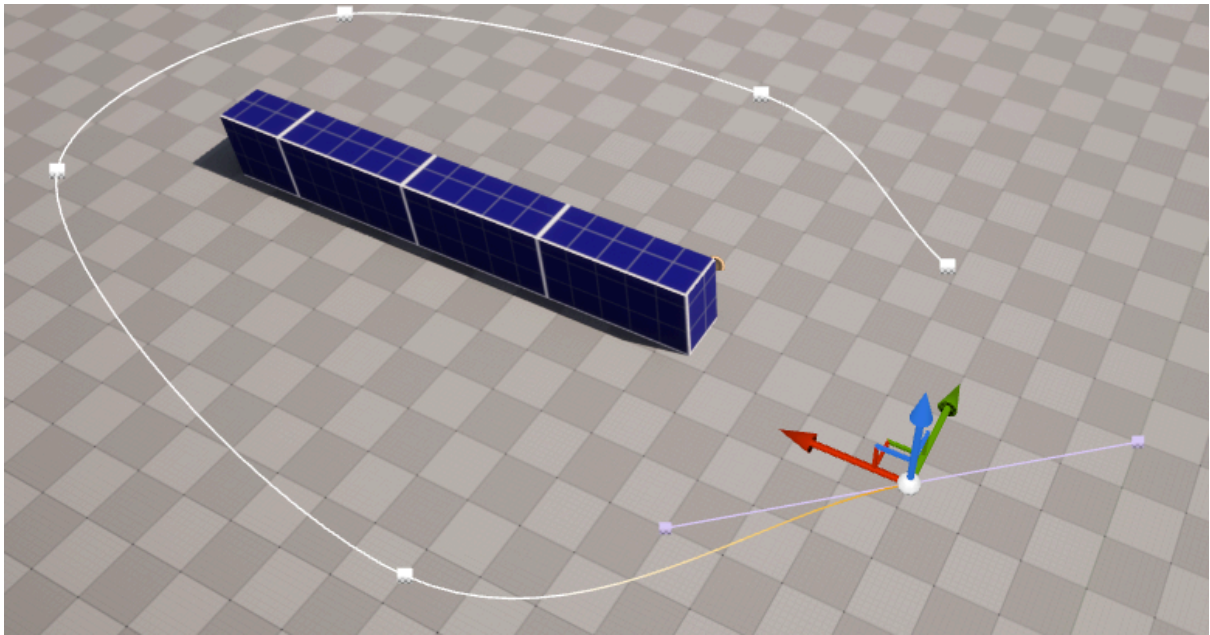


How to create and assign patrol routes.

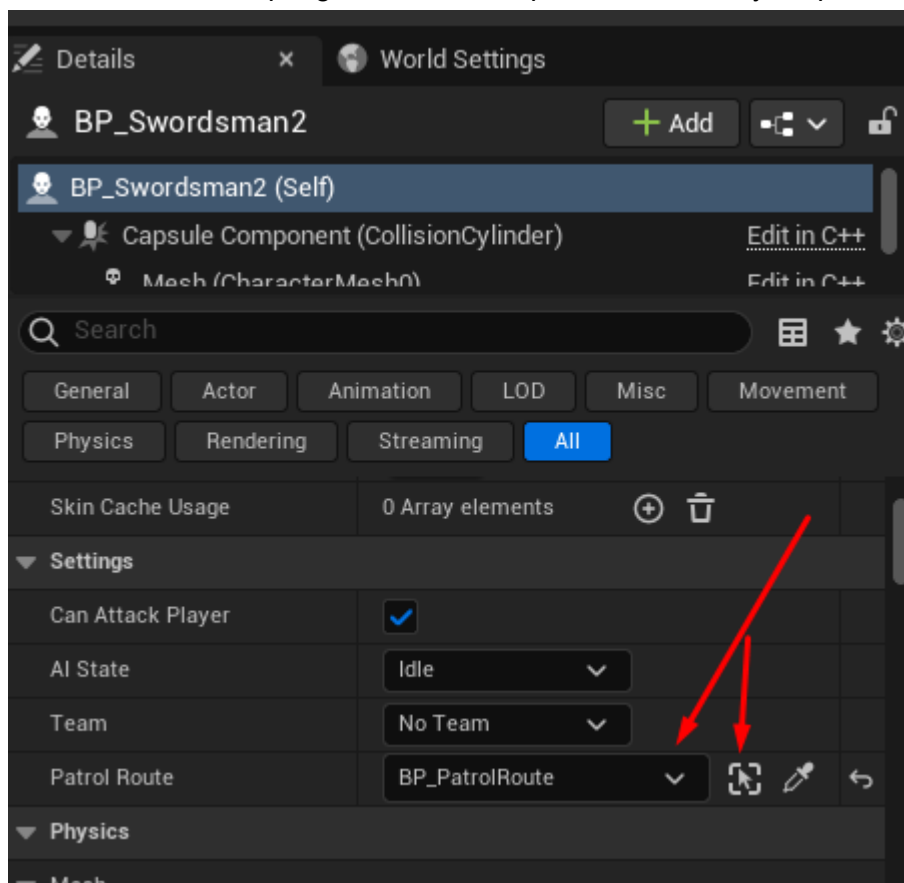
Place NPC and the BP_Patrol route actor on your level.



Select a point in the patrol route spline, hold ALT and drag to create a new route point.

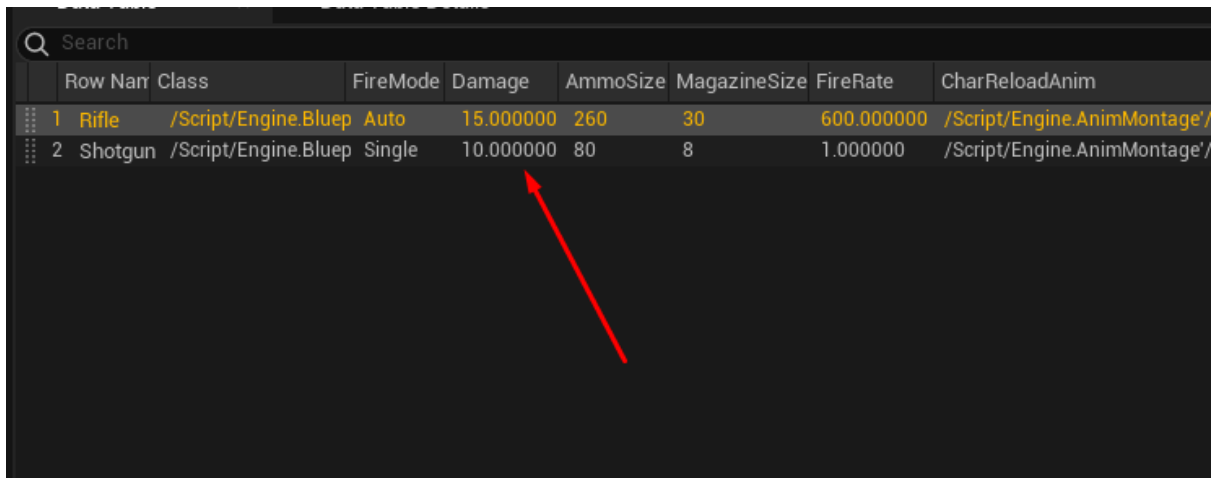


Select swordsman npc, go to the details panel and select your patrol route.



Weapon Damage

There is the **DB_Weapons** database. You can change weapon damage and add new weapons.



Row	Name	Class	FireMode	Damage	AmmoSize	MagazineSize	FireRate	CharReloadAnim
1	Rifle	/Script/Engine.Bluep	Auto	15.000000	260	30	600.000000	/Script/Engine.AnimMontage/
2	Shotgun	/Script/Engine.Bluep	Single	10.000000	80	8	1.000000	/Script/Engine.AnimMontage/

BP_BaseFirearmWeapon -> **F_GetTraceAI** - In this function you can find trace logic for AI shooting.