

Name:

Date:

Period:

Virtual History Museum: AI and NPC Tutorial Questions

DIRECTIONS: Record your answers to the red “Artificial Intelligence and Non-Player Characters” tutorial packet questions on this handout. It will serve as your notes as you work through the tutorial. The question numbers correspond to the steps found in the tutorial packet.

AI: The simulation of human thinking, traits and actions that is programmed in a machine.

NPC: A character in a video game that is not controlled by the human player.

Your goal in this tutorial is to design AI to at least one NPC that will appear as a customer throughout your museum.

After completing the tutorial packet, show your teacher your finished AI and NPC example. *(5 points)*

Questions from the “Artificial Intelligence and Non-Player Characters” tutorial packet

9. **Blueprint Class:** Create a Blueprint Class for a **CHARACTER** by right-clicking. Name it “NPC.”

Take notes on the seven (7) Blueprint Parent Class options. You can learn more about each by hovering over its button. Referring to this assignment’s goal, why are you making a character class and not a different one? *(4 points)*

13. NOTE: Make sure that the character mesh is within the capsule. What would happen during your game if the character mesh was not within its capsule? If you do not know, provide an educated guess. (2 points)

33. Write [the] green text [from] your [tutorial packet]. Draw a sketch of the Behavior Tree example as well. (3 points)

37. Notice the numbers associated with each node (top right). What happens if you drag the "2" sequence node to the left of the node "1" location? (2 points)

42. Once your volume encompasses the entire room, press the “p” key. Explain what happens, and what you think the change to your level represents. (2 points)

55. Within your active level editor viewport, click “play.” Describe what is happening within your level. (If nothing happens, you made a mistake along the way). (2 points)

Write at least one paragraph summarizing what you did to include an NPC with working AI in your level. (5 points)

Write another paragraph explaining how you will incorporate Behavior Trees in your Virtual History Museum. Be specific in your description by stating how adding NPCs will make your product more authentic. (5 points)