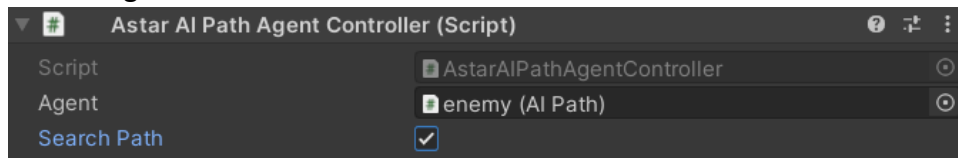
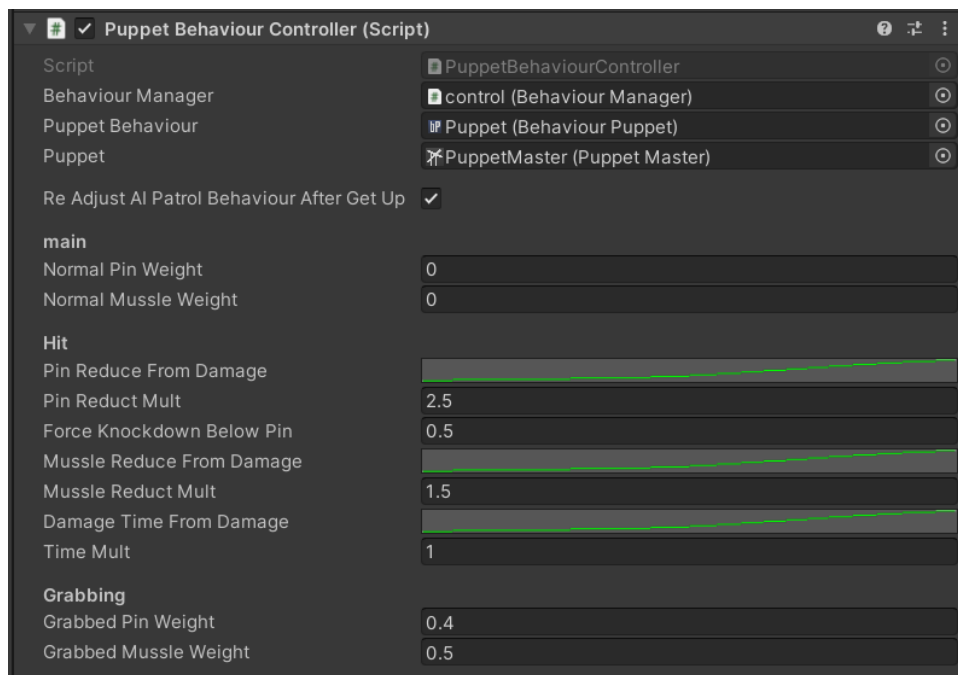


you can integrate Alek AI Framework with almost any system, and this is what this module does. I integrate my asset with other assets requested by the community.

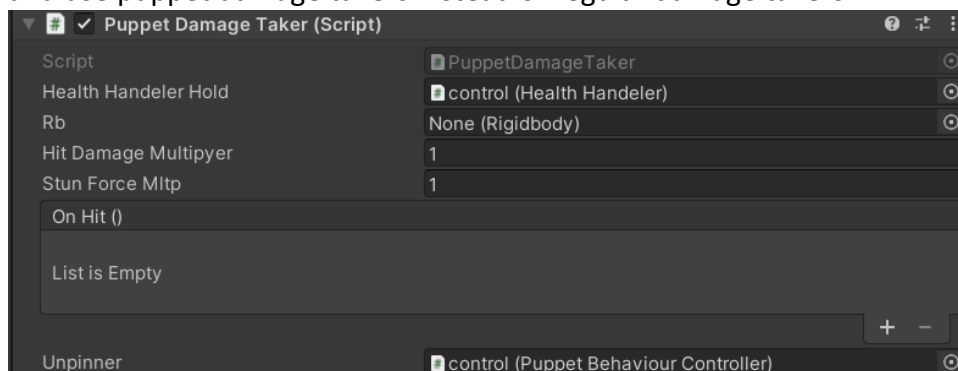
- a. A\* ppp – set up the a\*ppp on the place of the Nav Mesh Agent and replace the default agent controller with the A\* edition of it.



- b. Puppet Master - Honestly this is the most fun thing about the hole unity engine. To set it up, just create the puppet as intended, and add the AI on top of it. The thing you might notice is that there is already a root object, created by the puppet master. To avoid having 2 of those, select the option of creating the AI control that doesn't create a root (in the behaviour maker). The rest of AI creation is the same. Once you crate the AI, you will have to add a Puppet Behaviour controller.



and use puppet damage takers instead of regular damage takers



- c. VR Interaction Framework - the integration connects the damage systems from VRIF and AAIF. All you must do for it to work is replace the Damage taker component with the VRIF to AAIF Damage Taker

