

What I did In my 5+ years of experience



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Behavior Cup

AI-Framework for Unity Engine! ✨
based on Behavior Trees patterns

The image displays a Unity Behavior Tree editor for a script named "behaviour Cup".

Inspector Panel (Left):

- Script: FOV
- Settings:
 - Radius: 10
 - Angle: 360
 - Offset: X 0, Y 1, Z 0
 - Target Mask: Character
 - Obstruction Mask: Ground
- Tag: Player
- Use Tag:
- Outputs: Saving Key: Target

Behavior Tree Diagram (Center):

- Root Node (Grey)
- Repeat (Purple)
- Sequencer (Yellow)
- FOV (Green)
- Rotate (Green)
- Timer (Purple)
- Instantiate On Transform (Green)

The tree structure is as follows: Root Node connects to Repeat. Repeat connects to Sequencer. Sequencer branches into FOV, Rotate, and Timer. Timer connects to Instantiate On Transform.

MiniMap (Top Right): MiniMap 1.00x

Highway Hajwala

**Mobile drifting game published on
google play**



THIS IS MY FAVORITE 💪

Field Of View

Tool for detecting objects within a specified radius and angle

0 references

```
public List<T> Field<T>(string tag = null)
{
    List<T> value = new List<T>();

    //Find all objects in range.
    Collider[] rangeChecks = Physics.OverlapSphere(transform.position + offset, radius, targetMask);

    for (int i = 0; i < rangeChecks.Length; i++)
    {
        Transform target = rangeChecks[i].transform;
        Vector3 directionToTarget = (target.position - transform.position).normalized;

        if (tag != null && target.tag != tag) continue; //Check for condition tag.

        if (Vector3.Angle(transform.forward, directionToTarget) < angle / 2)
        {
            //Object in view angle.

            float distanceToTarget = Vector3.Distance(transform.position, target.position);
            if (!Physics.Raycast(transform.position, directionToTarget, distanceToTarget, obstructionMask))
            {
                //No obstruction in direction.

                T t;
                target.TryGetComponent<T>(out t);
            }
        }
    }
}
```


Car Controller

Tool for helping developers for
prototyping car controller



2D Platforming

Old game but still gold, Before 3
years

TAP TO START



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