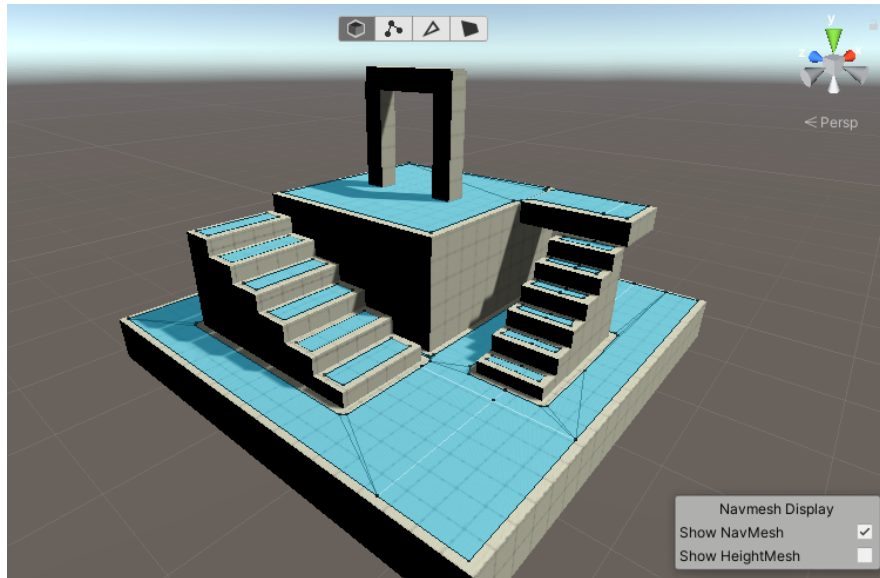


Navmesh



The navigation mesh is one of the most common ways for the AI Agent to navigate on the map. Its implementation is found in most modern game engines such as Godot, Unity and Unreal.

A navmesh creates a simplified model of the 3D objects that are walkable using simple polygons and connects them. Then, when queried for a path, it quickly determines a way using a pathfinding algorithm such as A*.

PROs of a navmesh:

- **Already implemented** in most modern game engines.
- **Easy to use** - one button click.
- **Optimized** for efficiency.

CONs of a navmesh:

- **Supports only a particular type of map** - either made of continuous meshes or a terrain. Does not support grid, hexagon, or a totally different map concept
- **Not customizable**. All the logic of how the movement path is computed is inside of it.