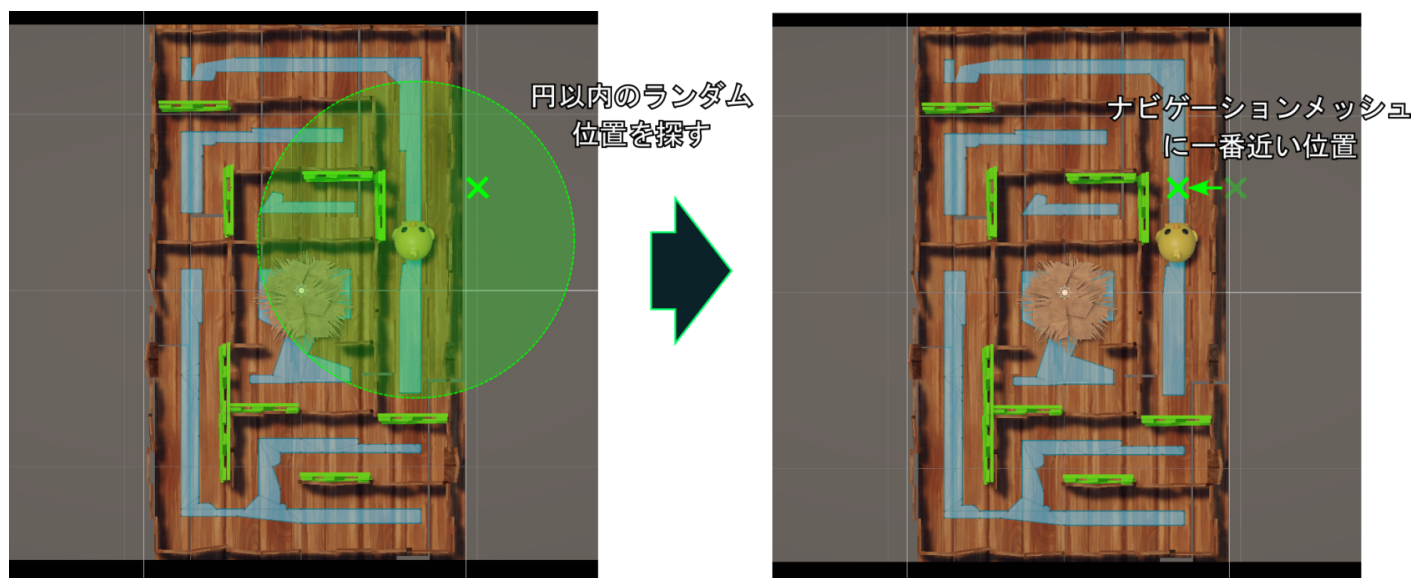


A horizontal number line with arrows at both ends. It is marked with numbers from 0 to 100 in increments of 10 (0, 10, 20, 30, 40, 50, 60, 70, 80, 90, 100). A blue arrow starts at 0 and points to 10.



```
// position      00000000
// hit           00000000
// distance      00000000
// NavMesh.AllAreas 00000000000000000000000000000000
AllAreas = 0000000000
NavMesh.SamplePosition(position, out var
hit, distance, NavMesh.AllAreas);
```

?????

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```
// 00000000
public class RandomWalk : MonoBehaviour
{
    // 半径
    [SerializeField]
    private float radius;

    // 000000000000000000000000
    private NavMeshAgent agent;

    // 00000000
    private void SetDestination()
    {
        // 00000000
        Vector2 point = Random.insideUnitCircle * radius;

        // 3D0000
        Vector3 target = new Vector3(point.x, 0, point.y);

        // 000000000000000000000000
        NavMesh.SamplePosition(target, out var hit, 100, NavMesh.AllAreas);

        // 00000000
        agent.SetDestination(hit.position);
    }

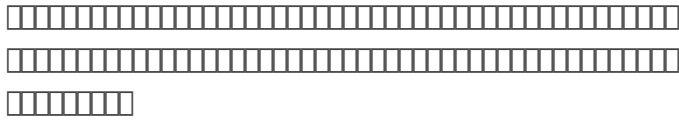
    private void Start()
    {
        // 00000000000000
        agent = GetComponent<NavMeshAgent>();
        SetDestination();
    }
}
```

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1

????????

1



1. Update Update
2. →
3. →
4. →

```
// RandomWalk
public class RandomWalk : MonoBehaviour
{
    // Radius
    [SerializeField]
    private float radius;

    // NavMeshAgent
    private NavMeshAgent agent;

    // Last position
    private Vector3 lastPosition;

    // Stop timer
    private float stopTimer;

    // SetDestination()
    private void Start()
    {
        // Get NavMeshAgent
        agent = GetComponent<NavMeshAgent>();
        SetDestination();

        // Set last position
        lastPosition = transform.position;
    }

    private void Update()
    {

```



```
// ( )

// 
private void OnEggDetected(GameObject egg)
{
    // 
    EggHP eggHp = egg.GetComponent<EggHP>();
    eggHp.Destroyed -= OnEggDestroyed;

    // 
    GameObject copy = Instantiate(chickPrefab);
    copy.transform.position = egg.transform.position;

    // 
    Destroy(egg);
    CreateEgg();
}
}
```

Revision #3

Created 2026-07-24 04:51:30 UTC by Menendez Francisco

Updated 2026-07-24 06:42:04 UTC by Menendez Francisco