

# Torque Bots and Damage

CIS 487/587

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Slides based on the  
Code Sampler Tutorials  
by Kevin Harris

# Adding a Bot - 1

- The code found in the *bot.cs* script file was taken from a more complicated A.I. script called, *aiPlayer.cs*, which is part of the *starter.fps* example.
- Copy the *bot.cs* script to your *tutorial.base/server* directory.
- Open the *game.cs* script file located in the *tutorial.base/server* directory