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using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class BehaviourWander : BehaviourBase {

    public override void InitializeBehaviour(CritterBase critterBase) {
        behaviourType = Enums.BehaviourTypes.Idle;
        navigationControllerRef = critterBase.navigationControllerRef;

        minMaxWaitAfterBehaviour = new Vector2(0, 2); //Wait time after movement
        base.InitializeBehaviour(critterBase);
    }

    public override bool CheckIfValid() {
        //Wander is always valid unless cannot move
        if (critterBaseRef.status_canMove) {
            navigationControllerRef.StartWanderBehaviour();
            SetBehaviourValid();
            return true;
        }
        isValid = false;
        return false;
    }

    public override void BehaviourUpdate() {
        isValid = navigationControllerRef.MoveUpdate(); //Will return false if path is done or canceled and thus sets isValid
        to false;
    }
}
```