ItemDrawDistance.cs

# Overview

Any dropped item (with this script attached) will be sucked into the player based off a timer and how far the player is.

# Setup

1. Add the script to the item prefab in which will be dropped in the Drop Resource script.

# Methods

## CalculatePositionX()

### Returns

* + Type Float
  + This objects x coordinate position

### Abstract

Calculates the x coordinate of the object this script is attached to

## CalculatePositionY()

### Returns

* + Type Float
  + This objects y coordinate position

### Abstract

* + Calculates the y coordinate of the object this script is attached to

## Awake():

* Initializes game object scripts

## Update():

* Checks the position of this object in comparison to player
* Once pickup timer has reached 0, will trigger this object to move to the player’s location
  + After reaching the player, this object is destroyed