

```
1 using System;
2 using System.Collections;
3 using System.Collections.Generic;
4 using UnityEngine;
5
6 public class Enemy : MonoBehaviour
7 {
8     public Transform player;
9     private Rigidbody2D rb;
10    private Vector2 movement;
11    public float moveSpeed = 5f;
12    public int currentHealth;
13
14
15    // Start is called before the first frame update
16    void Start()
17    {
18        rb = this.GetComponent<Rigidbody2D>();
19    }
20
21    // Update is called once per frame
22    void Update()
23    {
24        Vector3 direction = player.position - transform.position;
25        float angle = Mathf.Atan2(direction.y, direction.x) * Mathf.Rad2Deg;
26        rb.rotation = angle;
27        direction.Normalize();
28        movement = direction;
29
30    }
31
32
33    internal static bool FindObjectWithTag(string v)
34    {
35        throw new NotImplementedException();
36    }
37
38    private void FixedUpdate()
39    {
40        moveCharacter(movement);
41    }
42    void moveCharacter(Vector2 direction)
43    {
44        rb.MovePosition((Vector2)transform.position + (direction * moveSpeed *
45            Time.deltaTime));
46
47
48
49
50
51 }
```