Enemy Prefab

★★★★★ (18 reviews)

Author: Anjal Karki

Price: $3.99

Version: 1.0

Description:

This asset allows you to add a complete Enemy system that includes player detection, chasing movement, and attack behavior. It makes it extremely easy to place enemies into any level without needing to write extra code. Everything is modular and ready to plug into any Unity scene.

This Enemy Prefab asset includes the following:

- **Enemy Prefab**

- **EnemyDamage Script** – Handles collision damage

- **PlayerAwarenessController Script** – Checks distance & awareness

- **PlayerAwarness Script** – Enemy AI for movement, detect & chase

- **EnemyAttackToCharacterHurt Script** – Handles attack radius & cooldown

- **Gizmo Debug View** for detection radius and attack range

Features:

- Ability to add unlimited enemies with minimal coding!
  Example call: Enemies auto-detect the player and chase them.

- Easy drag-and-drop prefab setup — works instantly.

- Customizable stats (speed, damage, attack cooldown, detection radius).

- Smooth sprite flipping and chase logic.

- Attack range visualization using colored Gizmos.

- Works with any player object using the **"Player"** tag.

- Clean, modular scripts for easy extension (new attacks, new enemy types).

Requirements:

Unity **6000.1.17f1**