```csharp
/// <summary>
/// Initializes projectile variables and references
/// </summary>
private void InitializeProjectile()
{
    launchForce = Random.Range(800f, 1000f);
    rb = GetComponent<Rigidbody>();
    player = GameObject.FindGameObjectWithTag("Player");
}


/// <summary>
/// Moves the projectile toward the player every frame after launch
/// </summary>
private void MoveTowardsPlayer()
{
    Vector3 targetPosition = player.transform.position;
    targetPosition.y += 0.6f; // Adjust for player's height
    Vector3 direction = (targetPosition - transform.position).normalized;
    rb.AddForce(direction * launchForce * Time.deltaTime);
}


/// <summary>
/// Waits a random time before launching the projectile
/// </summary>
private IEnumerator LaunchDelayCoroutine()
{
    yield return new WaitForSeconds(Random.Range(3f, 5f));
    DetachAndLaunch();
}


/// <summary>
/// Detaches the projectile from parent and starts movement
/// </summary>
private void DetachAndLaunch()
{
    transform.SetParent(null);
    isLaunched = true;
    Destroy(gameObject, 6f); // Auto-destroy after 6 seconds
}
```