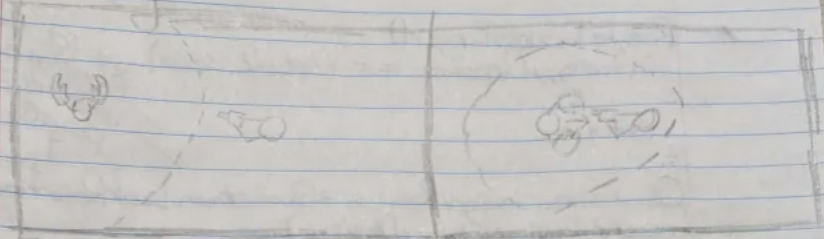


## Enemy



- Enemy attacks player when in radius
- Enemy moves towards player
- Enemy damages player

## PlayerAwarenessController

set Vector2 from distance to player

```
Vector2 enemyToPlayerVector = player.position - transform.position;  
DirectionToPlayer = enemyToPlayerVector.normalized;  
if (enemyToPlayerVector.magnitude <= playerAwarenessDistance)
```

```
{  
    AwareOfPlayer = true;  
}
```

When player is in Awareness distance

```
else
```

```
{  
    AwareOfPlayer = false;  
}
```

## Enemy Movement

```
if (AwareOfPlayer)
```

```
{  
    targetDirection = DirectionToPlayer;
```

```
}  
else
```

```
{  
    targetDirection = Vector2.zero;
```

Move towards player

Stay still