

RotateTowardTarget()

if (targetDirection == Vector2.zero)

set rotation to 0
player is facing
rotation is
down

return;

3

Quaternion targetRotation = Quaternion.LookRotation(

transform.forward, targetDirection);

Quaternion rotation = Quaternion.RotateTowards(transform.rotation,

targetRotation, rotationSpeed);

rigidbody.SetRotation(rotation);

SetVelocity()

if (targetDirection == Vector2.zero)

if player is
not detected
stay still

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rigidbody.velocity = Vector2.zero;

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else

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rigidbody.velocity = transform.up * speed;

Move towards
detected player

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Health

health = maxHealth;

set health
to max

TakeDamage(int damageAmount)

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health -= damageAmount

if (health <= 0)

3

Destroy(gameObject);

3

3

reduce health
by damage
if health
destroy
enemy