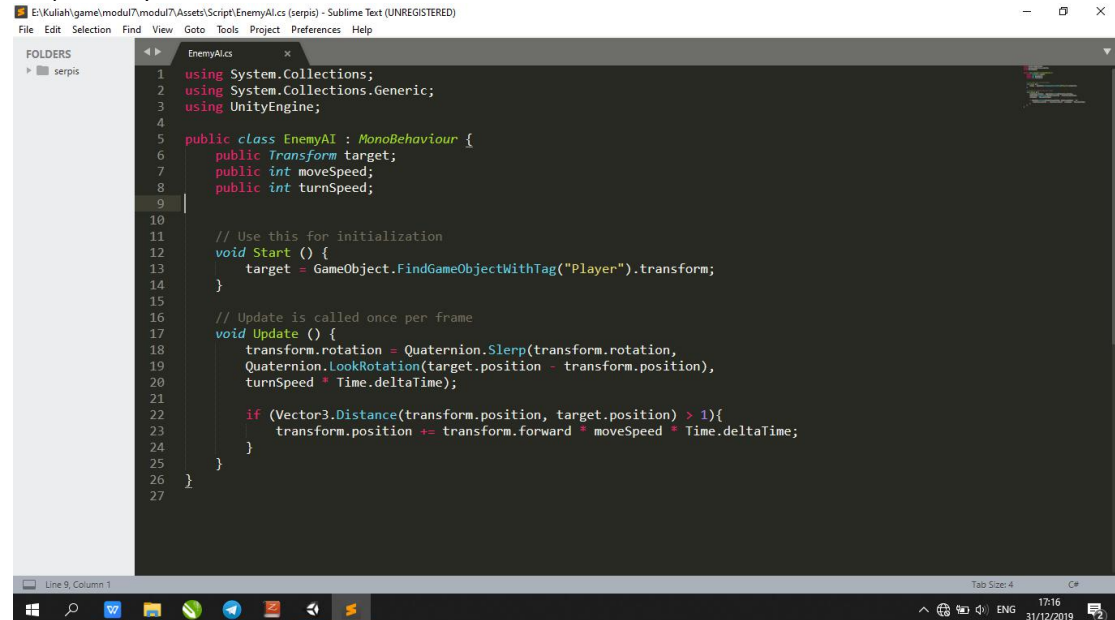


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MODUL 7

Script EnemyAI



The screenshot shows a Sublime Text editor window titled "EnemyAI.cs (serpis) - Sublime Text (UNREGISTERED)". The editor displays the following C# code:

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class EnemyAI : MonoBehaviour {
6     public Transform target;
7     public int moveSpeed;
8     public int turnSpeed;
9
10
11     // Use this for initialization
12     void Start () {
13         target = GameObject.FindGameObjectWithTag("Player").transform;
14     }
15
16     // Update is called once per frame
17     void Update () {
18         transform.rotation = Quaternion.Slerp(transform.rotation,
19         Quaternion.LookRotation(target.position - transform.position),
20         turnSpeed * Time.deltaTime);
21
22         if (Vector3.Distance(transform.position, target.position) > 1){
23             transform.position += transform.forward * moveSpeed * Time.deltaTime;
24         }
25     }
26 }
27
```

The left sidebar shows the "FOLDERS" panel with a "serpis" folder. The bottom status bar indicates "Line 9, Column 1", "Tab Size: 4", and "C#".

Hasil Ketika Di Play

