Nama   : Vebika Ino Darmawan
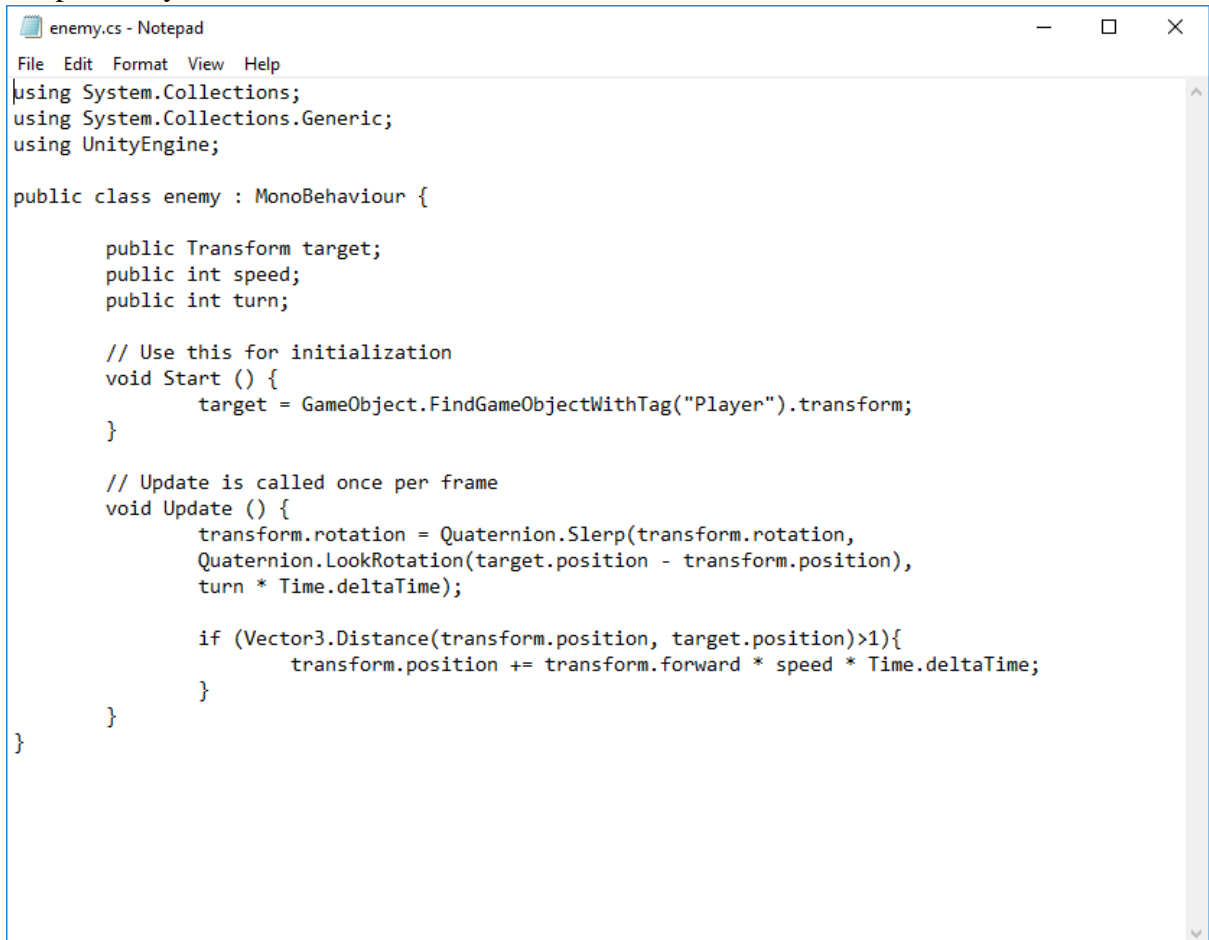NIM   : L200170171
Kelas   : A

MODUL 7

Script EnemyAI

```
enemy.cs - Notepad                                              —    □    ×
File  Edit  Format  View  Help
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class enemy : MonoBehaviour {

        public Transform target;
        public int speed;
        public int turn;

        // Use this for initialization
        void Start () {
                target = GameObject.FindGameObjectWithTag("Player").transform;
        }

        // Update is called once per frame
        void Update () {
                transform.rotation = Quaternion.Slerp(transform.rotation,
                Quaternion.LookRotation(target.position - transform.position),
                turn * Time.deltaTime);

                if (Vector3.Distance(transform.position, target.position)>1){
                        transform.position += transform.forward * speed * Time.deltaTime;
                }
        }
}
```

Hasil Ketika Di Play