**Flying Enemy Controller Development Journal**

Tutorial: Attacking behaviour

What I learnt: Enums

Date: 25th November

By using an Enum I was able to create variables for each of the behaviours which in turn allowed me to swap the behavioural state the enemy was in.

Tutorial: Attacking Behaviour

What I learnt: Moving an object’s transform.

Date: 27th November

Moving the enemy using the transform allowed me to not use the physics engine to control the movement.

Tutorial: Taking Damage and Death

What I learnt: Passing data through methods.

Date: 2nd December

By passing data through the damage method I was able to make the enemy take different amounts of damage from whatever sources I wanted when the method was called.

Tutorial: Taking Damage and Death

What I learnt: Instantiating a prefab at the enemies position when it is destroyed

Date: 4th December

By using the instantiate method I was able to spawn a prefab when the enemy was destroyed.

Tutorial: Collisions

What I learnt: Getting information from the object that collided with the enemy

Date 5th December

By using a trigger collider on the enemy I was able to get information about anything that the enemy collided with whilst moving around the scene. By getting the tag of the game object that collided with the enemy I could determine the result of the collision, whether it be the enemy taking damage or the object that collided with being destroyed.