Enemy Trigger Script

Step 1

Create a script called "EnemyTrigger"

You can do this by going into the scripts folder, then pressing right click, create, then press C#Script.

Then a script would appear. Then you can rename it. I renamed it to "EnemyTrigger" because it is appropriate.

Step 2

After the script loads up, it should look something like this:

In this section shown here you would type:

    public GameObject Enemy;

What this means is that when you attach this script to the enemy trigger you will create a section called Enemy where you can place your enemy.

underneath you would then write:

public Transform spawnPoint;

What this means is that when you attach this script to the enemy trigger you will create a section called spawnPoint. This means whenever your character is in contact with the enemy trigger, your enemy will pop up in the position you want your enemy to pop up.

underneath you would then write:

bool triggered = false;

After you finished writing all that it should look like this:

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
     0 references
5    public class EnemyTrigger : MonoBehaviour
6    {
7        public GameObject Enemy;
8        public Transform spawnPoint;
9        bool triggered = false;
```

Step3

```
15
16        // Update is called once per frame
          0 references
17        void Update()
18        {
19
20        }
21
22
23    }
24
```
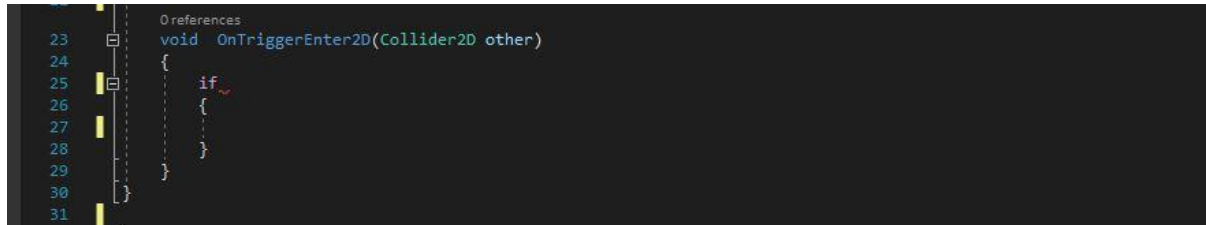
In this line you would then write:

void OnTriggerEnter2D(Collider2D other)

Then you press Enter and type "if", then press tab twice to create

{

}

After it should look like this:

```
                    0 references
23          void  OnTriggerEnter2D(Collider2D other)
24          {
25              if
26              {
27
28              }
29          }
30      }
31
```

After "if" you would now need to add a bracket, so () and type in:
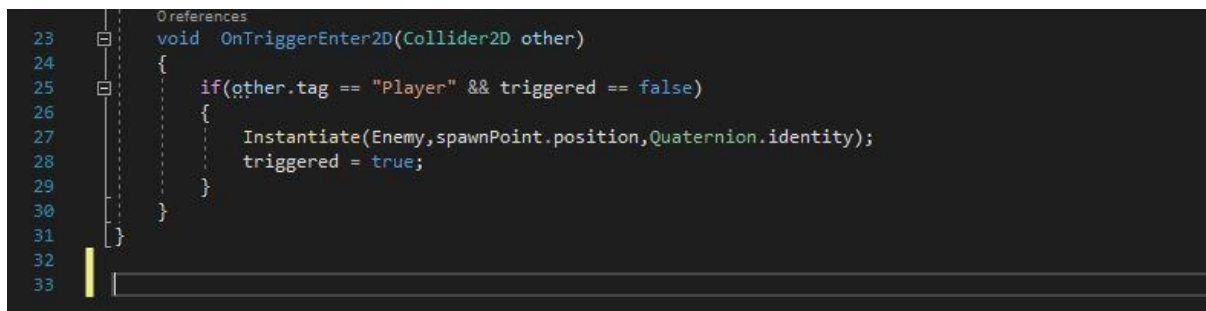
other.tag == "Player" && triggered == false

```
26              {
27
28              }
```

In here you would need to type:

Instantiate(Enemy,spawnPoint.position,Quaternion.identity);

triggered = true;

It should end up looking like this:

```
                    0 references
23          void  OnTriggerEnter2D(Collider2D other)
24          {
25              if(other.tag == "Player" && triggered == false)
26              {
27                  Instantiate(Enemy,spawnPoint.position,Quaternion.identity);
28                  triggered = true;
29              }
30          }
31      }
32
33
```

After you are all done your entire script should look like:

```
1    using System.Collections;
2    using System.Collections.Generic;
3    using UnityEngine;
4
     0 references
5    public class EnemyTrigger : MonoBehaviour
6    {
7        public GameObject Enemy;
8        public Transform spawnPoint;
9        bool triggered = false;
10       // Start is called before the first frame update
     0 references
11       void Start()
12       {
13
14       }
15
16       // Update is called once per frame
     0 references
17       void Update()
18       {
19
20       }
21
22
     0 references
23       void  OnTriggerEnter2D(Collider2D other)
24       {
25           if(other.tag == "Player" && triggered == false)
26           {
27               Instantiate(Enemy,spawnPoint.position,Quaternion.identity);
28               triggered = true;
29           }
30       }
31   }
32
33
```

Then save the script

Step4

My next steps where to go into my project and create my EnemyTrigger. I did this by clicking GameObject option in the top left-hand side of the unity bar. Then I clicked create empty and renamed the GameObject into EnemyTrigger.

Quick tip:

As soon as you create the GameObject it will highlight the GameObject in the Hierarchy, which is in the left-hand side of unity.

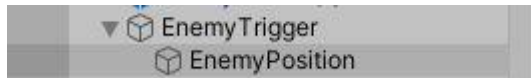GameObject   EnemyTrigger
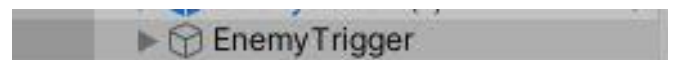
This is the GameObject you just created
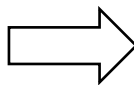
To change its name, you can right click this and click rename. I decided to rename this to "EnemyTrigger" because it will be easier to come back to it

Next you right click the GameObject called "EnemyTrigger" and create another Gameobject inside this one, but this time change the name to "EnemyPosition".
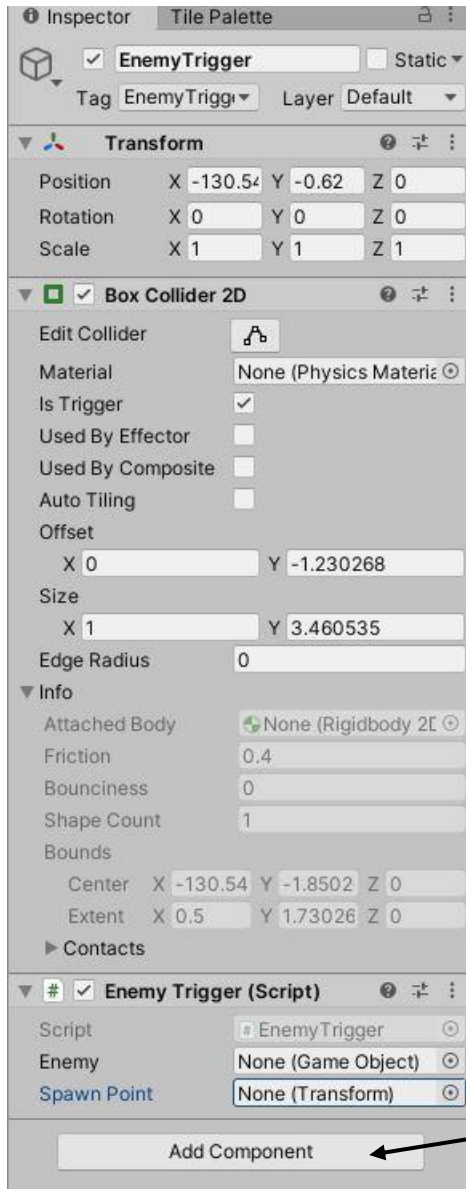
It should look like this:

Next select the "EnemyTrigger" object and drag your enemy script into the inspector
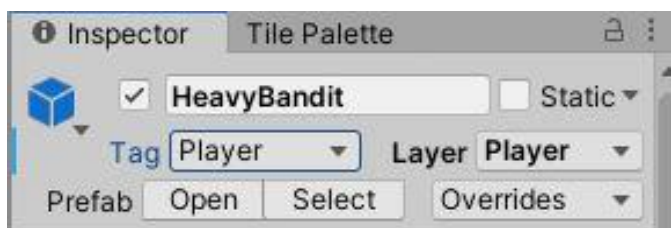
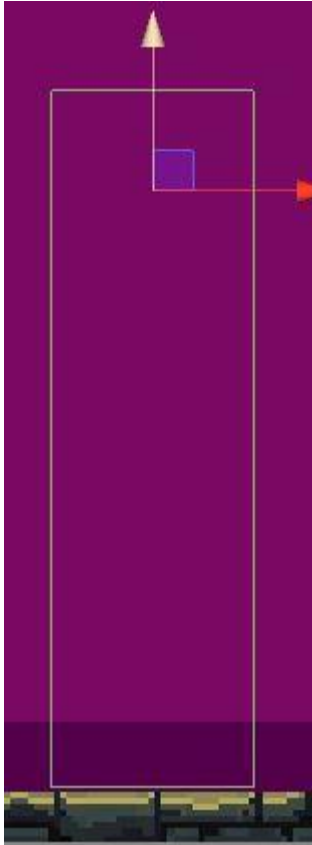Now you need to add a box collider2D to your inspector.

To create a box collider 2D, you press this button and type "box" and you should see an option "Box Collider 2D". Press it and resize it to a smaller size. Also tick the "IsTrigger" option or it wont trigger your enemy. Very important
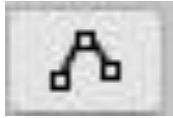
You resize it by pressing this button

The outcome could look something like this:

Step6

A trick I find easy is that for my enemy spawnpoint I want to know in my scene view where exactly it is in the scene view, so I clicked the "EnemyPositon", underneath the "EnemyTrigger" you created earlier.

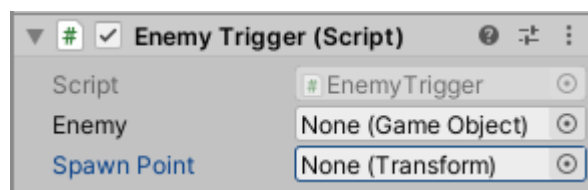Then I went into the inspector and clicked on the cube image and selected any colour of my choice

After you should see something like this:
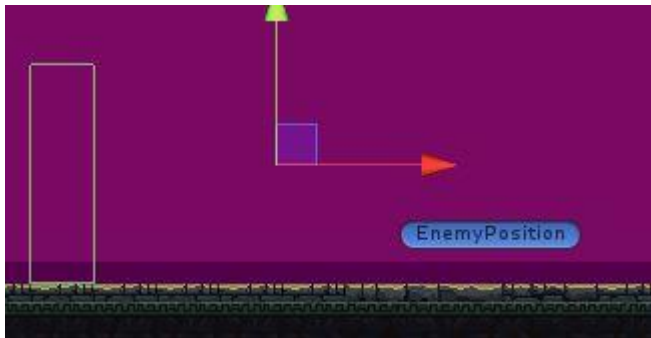
Then go back to the "EnemyTrigger" object you created and go into the inspector until you see this.

Shown here is a section for the enemy and a section for the spawn point

Step8

For this enemy I will use the enemy for my game

Then you select the enemy you want to use and drag it into the enemy section

The same goes for the EnemyPositon, you drag it into the spawn point section

The outcome should look like:

Now to test if these works press the play button and see if it works

Play button

Shown here is a screenshot from my level showing an enemy pop up after my character triggers the enemy trigger.