**AI Chases Player Tutorial**

Open up a new Unity 3D scene. Now create a 3D Capsule and set the position for X and Z to 0 with Y also at 0. Rename this to “Enemy”.

On the Enemy inspector, add a Rigidbody and under constraints; freeze the rotation on the Y axis for Position and Rotation. This is so when a player is added in to your game etc., the enemy will be able to move and not fall through the ground.

Make sure the ‘Collision Detection’ is on Continuous.

Create a script in the assets folder called; “ChasePlayer”. Attach the script to the Enemy object.

Open up the ChasePlayer script in your script writing software and type out the following **bold** code (before writing anything, delete the ‘void Start’ and ‘void Update’ code):

**private Transform player;  
private float dist;  
public float moveSpeed;  
public float howclose;**

The code above is our identifiers for later in the code so when the enemy locks on to the player we can determine the speed it moves at.

Type out the following **bold** code:

**private void Start()**

**{**

**Player = GameObject.FindGameObjectWithTag(“Player”).transform;**

**}**

What this code does is from the first frame of the game the enemy finds the player with the tag it has on and knows where it is when moving.

Type out the following **bold** code under the void start section:

**private void Update()**

**{**

**dist = Vector3.Distance(player.position, transform.position);**

**if(dist <= howclose)**

**{**

**transform.LookAt(player);  
 GetComponent<RigidBody>().AddForce(transform.forward \* moveSpeed);**

**}**

What the code above does is once the player that the enemy is looking for is within a certain distance the enemy will move towards the player and chase it.

Once back into Unity, make sure you set the moveSpeed in the inspector and how close you want the player to be detected at.