

Package 2 notes and how to implement:

This contains an AI System that can be used for any enemy character:

Things to note:

TargetDistance, AllowedRange, AttackTrigger, EnemySpeed and Raycast shot naming conventions do not need to be changed. TargetDistance means the distance the enemy is from the player, AllowedRange is the reference to how far away the player must be for the enemy to react. The number 40 can be changed to whatever value best suits your game, note this doesn't have to be done in the code specifically as it can be done in the characters Inspector panel.

The variable you most likely will have to change is the "ThePlayer" name. For the Code to work you must change all references to "ThePlayer" to the Hierarchy name of your playable character.

Another thing to note the EnemySpeed can be altered too to whatever value best suits your game.

Implementing:

This script must be placed on the GameObject you wish to be an enemy.

ThePlayer GameObject must be assigned to the script's variable option in the inspector.