

What it does?

This script will let you use a Nav Mesh Agent to make enemies AI, it will also allow the enemy to chase the player when you get close to them. Once they touch the player, they will kill the player and the level will reset.

What you need?

You will need to make an object and call it Enemy. After this, attaches the PlayerFollow script to the Enemy object. Also, you need to have a rigid body on this object as well. You then have to add a Nav Mesh Agent to the Enemy object. Assign the player to the script and increase the Mob Distance Run however you like. Finally, go to the Navigation window and click on the object, select the mesh that you want the enemy to walk on, select navigation static and choose the Walkable option. After this go to bake and click on bake. Assign the player with the tag "Player".

What limitations do you have?

The limitation is that you have to use a Nav Mesh Agent for the enemy to function. Also, the enemy can only walk on the area that has been baked as Walkable. The player object need to have the tag "Player".