**How to make an AI follow you in unity 3D**

1. In your scene, find the floor that your enemy/guard will be standing on and go to window>ai>navigation.
2. Click on the bake tab, and click clear then click bake.
3. Now on your enemy/guard, in the inspector add the component Nav Mesh Agent. Adjust the speed and stopping distance to whatever feels comfortable for your scene.
4. Create a new c# script in your assets called EnemyController.
5. Copy and paste the following script: using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.AI;

public class EnemyController : MonoBehaviour

{

public Transform playerObj;

protected NavMeshAgent enemyMesh;

// Start is called before the first frame update

void Start()

{

enemyMesh = GetComponent<NavMeshAgent>();

}

// Update is called once per frame

void Update()

{

enemyMesh.SetDestination(playerObj.position);

}

}

1. Apply the script to your enemy/guard.
2. Drag the player from the hierarchy to the player obj section of the script on your enemy.
3. Now on your floor, go to window>ai>navigation. Make sure the floor is selected in the hierarchy.
4. Click object>mesh renderers>navigation static ticked.
5. Now click the bake tab. Click clear then bake.
6. Now press play. Your enemy object should now chase the player on that floor. Customise the speed of the enemy and other variables to your liking.