

For the “Hit a moving target” brief, I was able to use the players current location as a target point for a bullet to be fired in that direction. I also include the enemy would follow the player but would back away if they got too close.

What I couldn’t accomplish is predicting the players position so the bullet could be fire ahead of the player to hit it while moving. I tried adding and subtracting a value of 1 to get it fire ahead bit this failed. And I also tried to using a empty game object so it would aim for that instead of the players current position.