Hitting A Moving Target Task

For this task, I was able to get a stationary enemy to shoot bullets at a moving target, the bullets are aimed slightly ahead of the target depending on if the target is going left or right but I was unable to make the bullets hit constantly when the target is stationary as sometimes they would hit and sometimes they would go straight past depending on where the player is on the screen.

The code does provide the target’s position as well as the angle it is from the enemy, but the bullets cannot be aimed at the predicted angle.

(Use wasd keys to move)