**Radar Guide**

In your scene, create your own player, enemies, and items, and give them 2D colliders. ‘Is Trigger’ does not need to be checked.

Graphical user interface, application

Description automatically generated

For enemies or other objects that you wish to appear as red blips on the radar, place them on their own layer and attach the UFOwaypointsHandler script.

For objects that you wish to appear as green blips on the radar, place them on their own layer and attach the RadarContact script.

Create an empty game object called Radar and attach the Radar script to it.

Drag the pfRadarPing prefab into the script on the inspector, then under ‘Radar Layer Mask’ select the layers containing all objects that you wish to appear on the radar.

Graphical user interface, application

Description automatically generated

In the hierarchy, parent the player to Radar, Radar to Background and Sweep, and Sweep to Trail.

Graphical user interface

Description automatically generated with medium confidence

(In this example, the player is Alien)

Place Radar, Background, Sweep, and Trail onto a layer called Radar and set it to be above all other layers in your game.