Documentation

Radar:

Step1 – Create a circle game object (player) and two square game objects. (Enemies)

Step 2- Create a script for the player.

Step 3- Add script code. Text

Description automatically generated

Step 4- create a script for the radar.

Step 5- Add code. Text

Description automatically generated

Step 6- Add code to enemies and player.

Step 7- Press play.

A picture containing background pattern

Description automatically generated

Step 8 – Enjoy.