2D Rougelike:

Move Obj smoothly

Function need:

Vec3.sqrMangnitude ---------------------(return distance ---- float)

MoveTowrd(start, end, time); --------- return direction;

Rigidbody.MoveTowards(vec3) ---move to position

Example:

MovingObject.cs:

protected IEnumerator SmoothMovement(Vector3 end)

{

float sqrRemainingDistance = (transform.position - end).sqrMagnitude;

while (sqrRemainingDistance > float.Epsilon)

{

Vector3 newPostion = Vector3.MoveTowards(rb2D.position, end, inverseMoveTime \* Time.deltaTime);

rb2D.MovePosition(newPostion);

sqrRemainingDistance = (transform.position - end).sqrMagnitude;

yield return null;

}

}