1. EnemyAI in Assets/Scripts

Enemy uses NavMeshAgent to walk on a NavMesh. He patrols the space station going through special patrol points. If he sees the player he starts chase. If the enemy catches the player up the game is over.

1. CardSpawner in Assets/Scripts

The card for escaping is spawned randomly at one of the spawn points at the beginning of the game.

1. EnemyAI in Assets/Scripts

Every 2 minutes patrol speed and chase speed of the enemy increase till they reach the certain value after which they stop increasing. It makes more difficult for player to explore the space station and run from the enemy. It also motivates the player to achieve the goal of the game as fast as possible and adapt to changing condition as the difficulty of the game becomes higher through time.