**A Simple AI Pet Challenge Project**

**Pet Sheep Challenge**

Attached with article is a file called **PetSheepStarter.zip**.  Download and bring it into a new Unity project.   Inside you will find a scene called PetSheep.  Open this up.  It contains a First Person Controller that you can move with the arrow-keys and mouse.  After hitting play the cursor will disappear in the game window.  To get it back press ESC.

A video game screen shot of a sheep on a grassy hill

Description automatically generated

You challenge is to write a script, called *FollowPlayer.cs* that can be attached to the sheep to have it follow the player around.  It should stop following the player when it is within a distance of 5 from the player.  Set its initial speed to 2 metres/second when it moves.

The solution can be found in **PetSheepSolution.zip**.