#PLAYER

d

#INIMIGO

extends CharacterBody2D

var player = null

var speed = 50

var estados = 'parado'

var dir = Vector2.ZERO

func \_process(delta):

print(estados)

match estados:

'parado':

velocity.x = 0

velocity.y = 0

if player:

estados = 'seguindo'

pass

'seguindo':

if player:

velocity = position.direction\_to(player.global\_position) \* speed

else:

estados = 'parado'

move\_and\_slide()

func \_on\_area\_2d\_body\_entered(body):

if body.name == 'Player':

player = body

pass # Replace with function body.

func \_on\_area\_2d\_body\_exited(body):

if body.name == 'Player':

player = null

pass # Replace with function body.