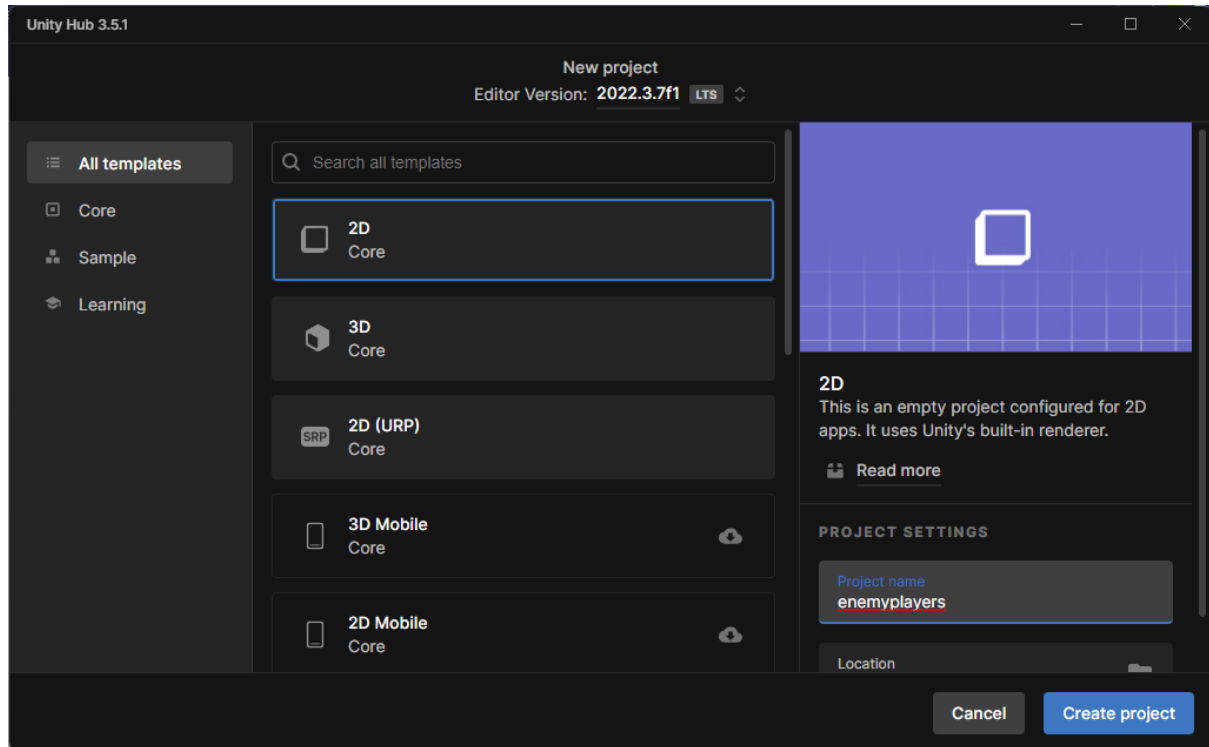Practical 10 enemy

Aim : creating enemies which will follow the player and player have to move
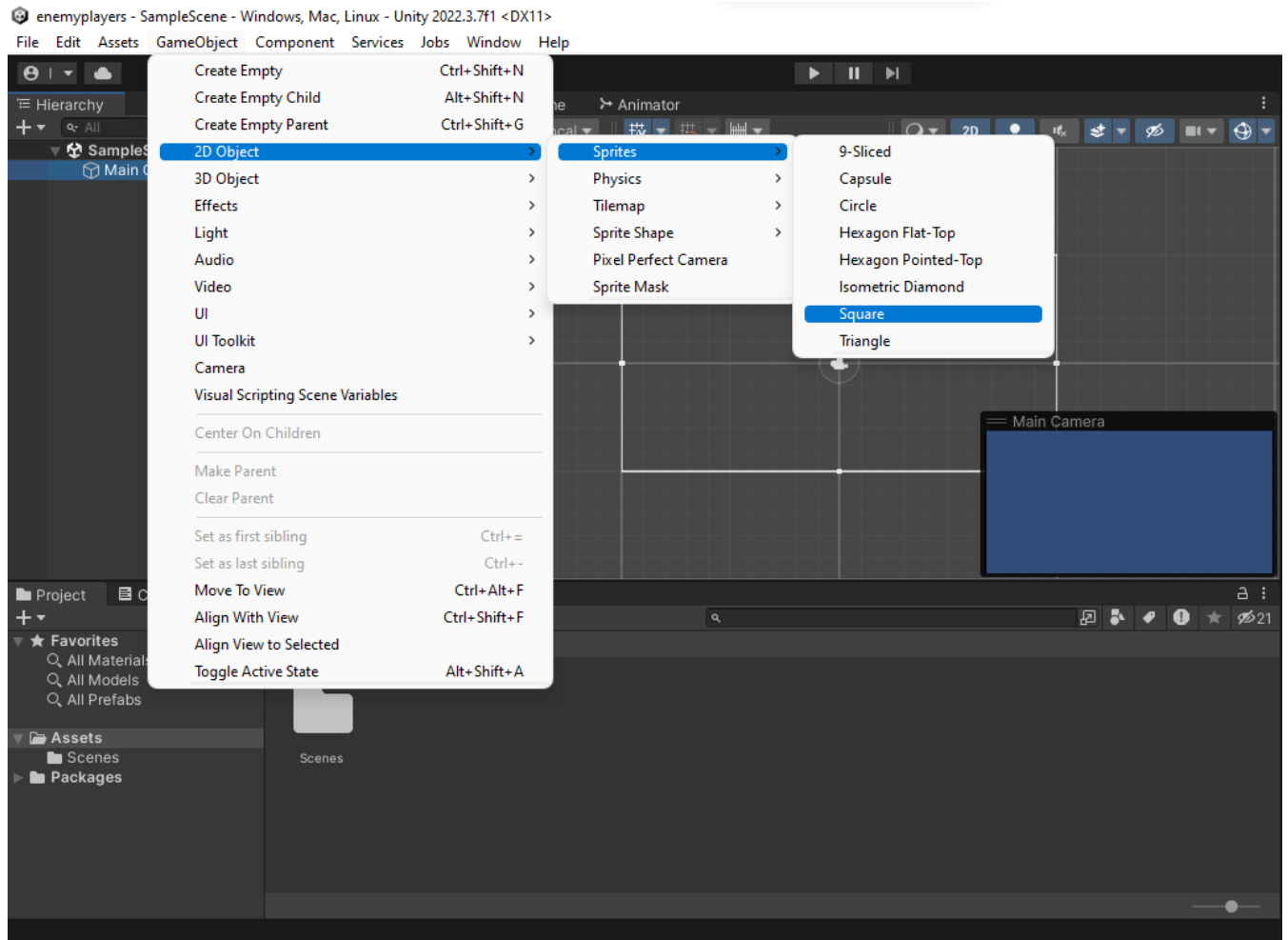
Step 1
Create new 2D project in unity
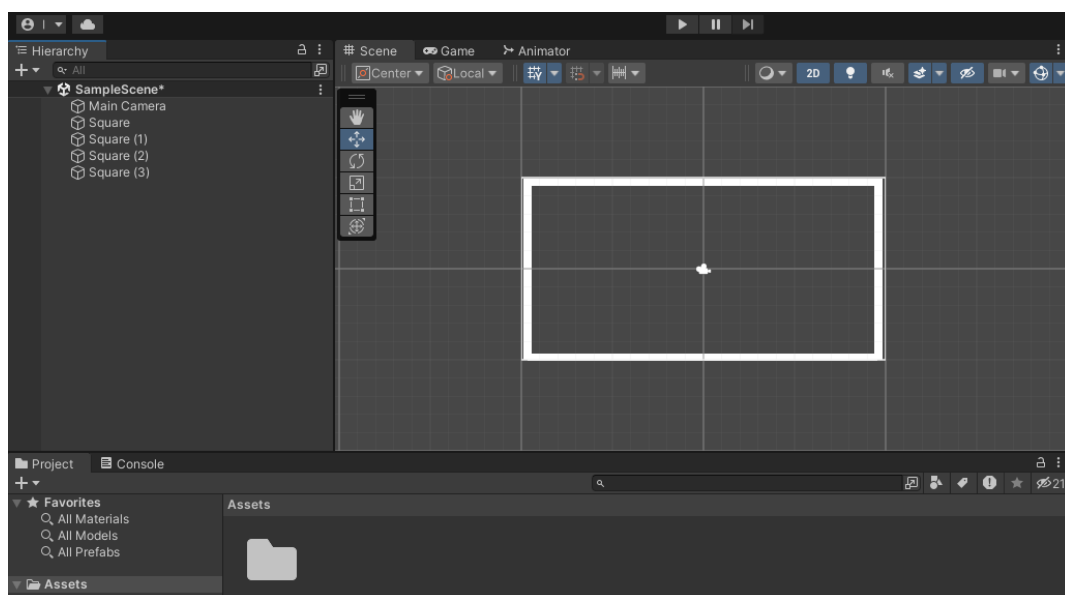
Step 2

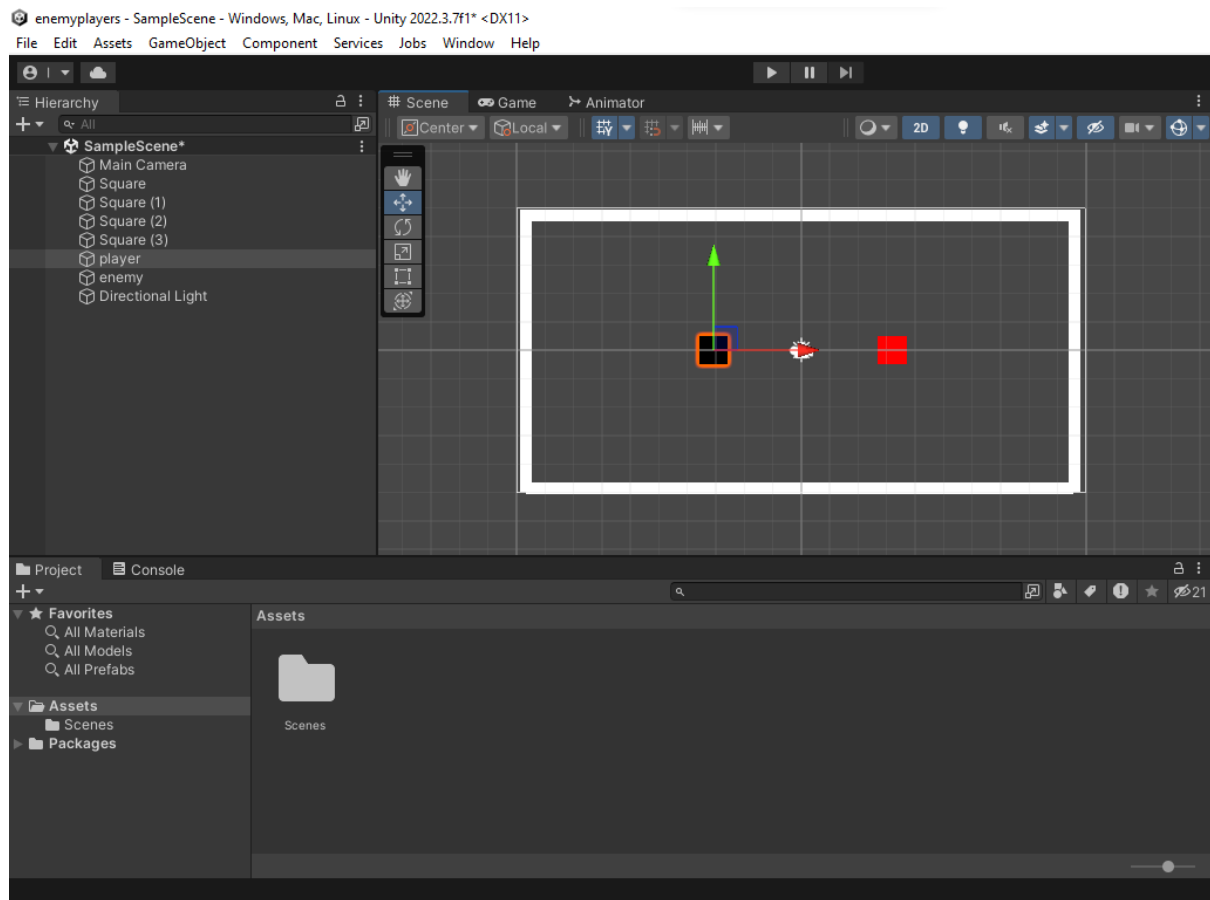Create a box with sprites squares

like this

Additionally take two square name them player and enemies
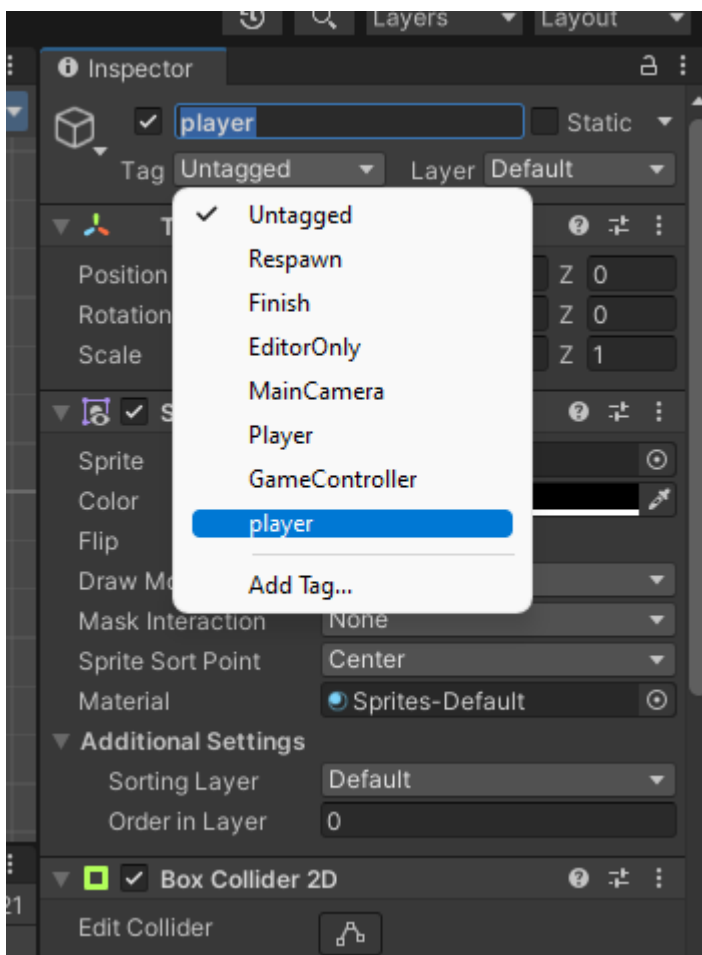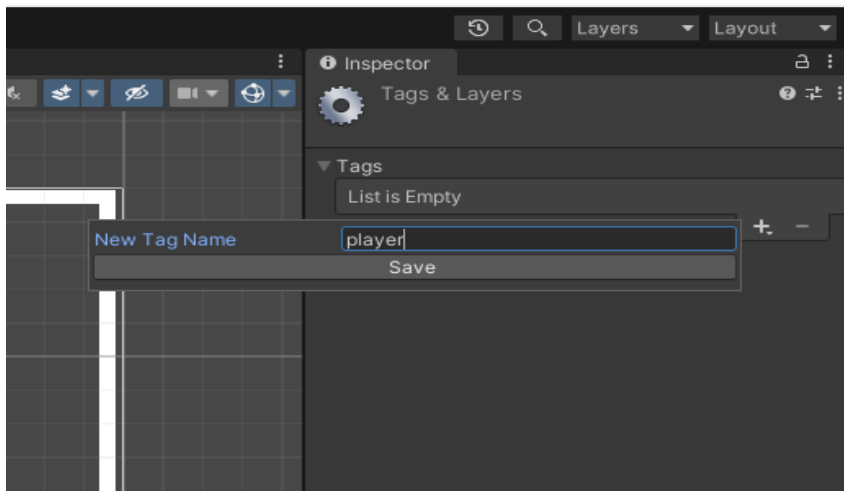
Step 3

Add rigidbody and box collider to all components and set gravity scale 0

Step 4

Add tag to the player

Step 5
        Add component script to player add this code

```
using UnityEngine;

public class player : MonoBehaviour
{
    public float moveSpeed = 5f;

    void Update()
    {

        float horizontalInput = Input.GetAxis("Horizontal");
        float verticalInput = Input.GetAxis("Vertical");


        Vector3 movement = new Vector3( -verticalInput, -horizontalInput, 0) * moveSpeed *
Time.deltaTime;


        transform.Translate(movement);
    }
}
```

Step 6
        On enemies component create script name enemy and add this code

```
using UnityEngine;

public class enemies : MonoBehaviour
{
    public string playerTag = "player";
    public float moveSpeed = 3.0f;

    private Transform playerTransform;

    void Start()
    {

        GameObject playerObject = GameObject.FindGameObjectWithTag(playerTag);


        if (playerObject != null)
        {

            playerTransform = playerObject.transform;
        }
        else
        {
```
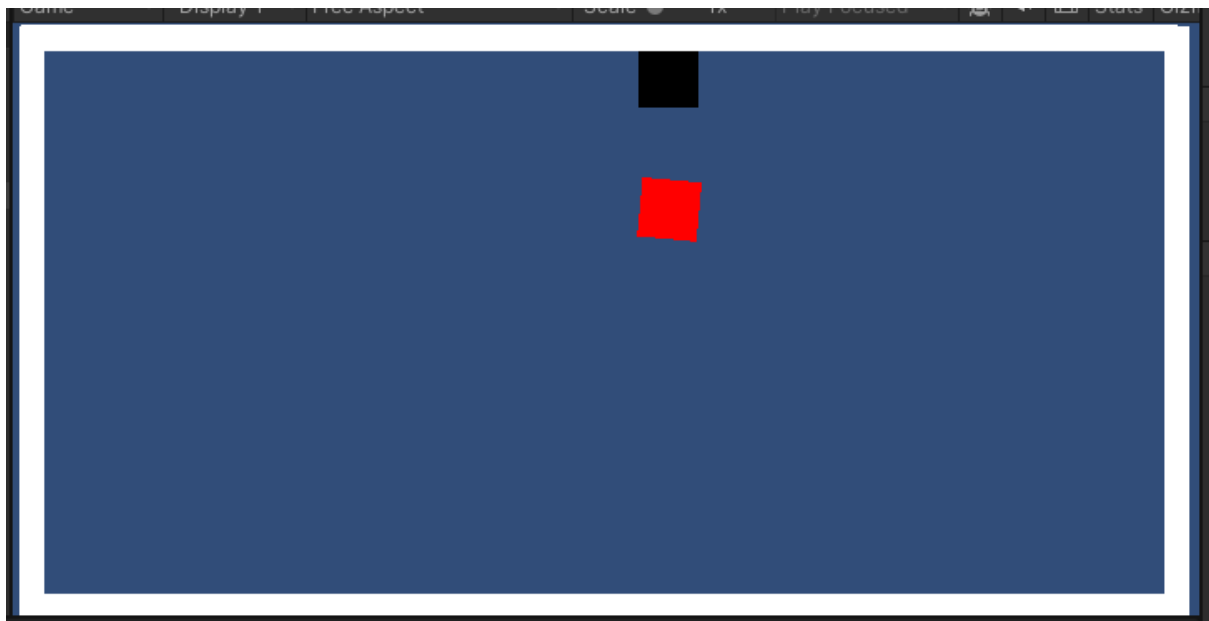
```
        Debug.LogError("Player not found with tag: " + playerTag);
    }
}

void Update()
{

    if (playerTransform != null)
    {

        Vector3 directionToPlayer = playerTransform.position - transform.position;
        directionToPlayer.Normalize();

        transform.position += directionToPlayer * moveSpeed * Time.deltaTime;
    }
    else
    {
        Debug.LogWarning("Player transform is null. Ensure the player has the correct tag.");
    }
}
}
```


Conclusion

        Implemented enemies which follows player