**Top Down 2D Enemy Prefab ReadMe**

**Definition:**

This unity prefab is an enemy object that is intended for use in a 2D Top-Down game. This will move to track an object given the “player tag” the enemy has a detection range such that it only becomes aggressed once the player is within a certain range.



**Scripts:**

Enemy.cs

* Controls Logic for the enemy

EnemyAnimationController.cs

* State Machine that controls the animation transitions based on the enemy movement

**Game Objects:**

* RigidBody2D
* Animator
  + The animator is attached to the enemy, so the enemy is animated.
* Sprite
  + Enemy sprite and sprite sheets for animation

**Download:**

1. https://drive.google.com/file/d/168ox2lNImD5s2jRiUqDYSkMr9IBdbENz/view?usp=sharing
2. Drag and drop into unity
3. Enjoy!

**Video Tutorial:**

https://vimeo.com/936187411?share=copy