

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  /// <summary>
6  /// Adds to the Green Slime Enemy the capability of following the player
7  /// As there is no Nav Mesh Agent components in 2D game environment,
8  /// we could not use the AI library for implementing the persecution.
9  /// </summary>
10 public class EnemyFollow : MonoBehaviour
11 {
12     public float speed; //how fast the enemy runs after the player
13     public float stoppingDistance;
14
15     private PlayerController player;
16     private Transform target; //the game object our enemy is chasing after
17
18     void Start()
19     {
20         player = FindObjectOfType<PlayerController>();
21         target = player.GetComponent<Transform>();
22     }
23
24     void Update()
25     {
26         /*Enemy going after the player with bad intentions,
27         moving from its position towards the target's position at a certain speed */
28
29         //transform.position = Vector2.MoveTowards(transform.position,
30         target.position, speed * Time.deltaTime);
31
32         //Enemy going after the player just to scare him
33         if (Vector2.Distance(transform.position, target.position) > stoppingDistance)
34         {
35             //If the enemy is not close to the player, continue moving
36             //Move towards the player
37             transform.position = Vector2.MoveTowards(transform.position,
38             target.position, speed * Time.deltaTime);
39         }
40     }
41 }

```