```
1  using UnityEngine;
2  using System.Collections;
3  using UnityEngine.AI;
4
5  public class Follow : MonoBehaviour
6  {
7
8      public Transform player;
9      public float playerDistance;
10     public float playerXAxis;
11     public float moveSpeed;
12     public bool grounded;
13     public Rigidbody2D zombie;
14     private BoxCollider2D zombieGrounded;
15     public Animator zombieAnim;
16     public bool onGround = false;
17     public float followDistance = 13;
18     // Use this for initialization
19     void Start()
20     {
21         zombie = GetComponent<Rigidbody2D>();
22         zombieGrounded = GetComponent<BoxCollider2D>();
23         zombieAnim = GetComponent<Animator>();
24         player = GameObject.Find("Player").transform;
25     }
26     // Update is called once per frame
27     void Update()
28     {
29         playerDistance = Vector3.Distance(player.position, transform.position);
30         //Find the distance between player and the zombie
31         followPlayer();
32         LookAtPlayer();
33     }
34     public void followPlayer()
35     {
36         if (playerDistance < followDistance && onGround)
37             //Only follow player if he is not flying and the player is within
                 range
38         {
39             chase();
40             zombieAnim.SetFloat("speed", 1); //Runs the walk animation
41         }
42         if (playerDistance > followDistance)
43             //Stop following the player
44         {
45             zombieAnim.SetFloat("speed", 0); //Stop the run animations and runs
                 the idle animation
46         }
47     }
48     void LookAtPlayer()
49     {
50         if (player.position.x - transform.position.x < 0)
```

```
51              {
52                      Vector3 zombieScale = transform.localScale;
53                      zombieScale.x = -0.4f;
54                      transform.localScale = zombieScale;
55              }
56          else
57              {
58                      Vector3 zombieScale = transform.localScale;
59                      zombieScale.x = 0.4f;
60                      transform.localScale = zombieScale;
61              }
62
63      }
64
65      void chase() //Follows player on the x axis
66      {
67          zombie.velocity = new Vector2(-(transform.position.x - player.position.x), ⮌
                0);
68      }
69      void OnTriggerEnter2D(Collider2D collision)
70      {
71          if (collision.CompareTag("Ground"))
72          {
73              onGround = true; //Detects
74          }
75      }
76      private void OnTriggerExit2D(Collider2D collision)
77      {
78          if (collision.CompareTag("Ground"))//Detects if the zombie is in the air  ⮌
             or not
79          {
80              onGround = false;
81          }
82      }
83
84  }
```