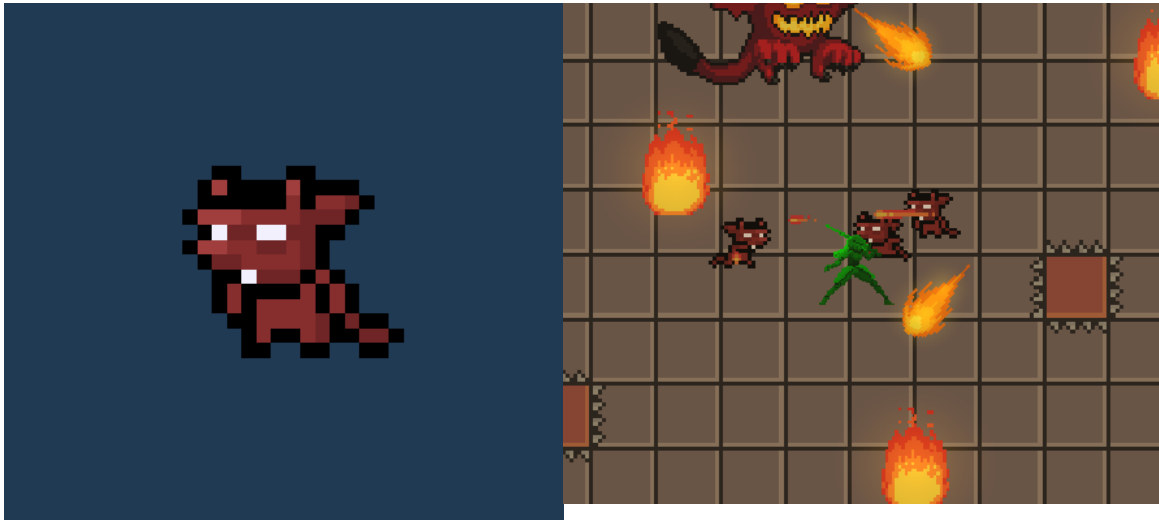# Imp Prefab Unity

$12.23

★☆☆☆☆ (69,420 reviews)

Author: Tavin Yorgason

Version: 1.0

Description: Small enemy that follows the player around and has a close range fireball attack. Once the imp is close enough to the player, it will move up and down to juke the player attacks. A prefab for the fireball it throws is included.

Components:
1. Sprite renderer – Used to control the spawn, idle, run, attack, and die animations.
2. **Imp Controller (Script)** – Contains the movement AI, attacking, activating animations, and collision handling. Has variables to customize movement speed, attack cooldown time, health, and more.
3. **Rigidbody 2D** – Used to activate collision handling function in the Imp Controller script. Handles physics interactions.
4. Animator – Contains animations, and is activated by the Imp Controller script.
5. Box Collider 2D – Used by Rigidbody 2D to determine when a collision has happened.

Setup Instructions:
1. Drag the Imp prefab into the scene.
2. Drag your player from the scene and the Fireball prefab into their respective references on the Imp Controller script.
3. Drag the given animator into the reference under the Animator component of the Imp.
4. Repeat the same for the fireball prefab.

Unity Version: 6000.0.34f1