Corgi Engine Integration

**Please read the How to use manual first.**

The Simple 2D Enemy KI asset works together with the Corgi Engine
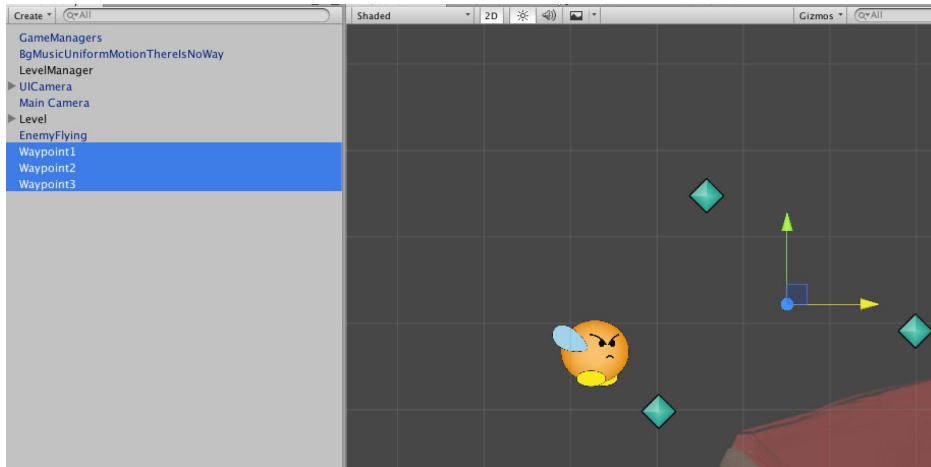(https://www.assetstore.unity3d.com/en/#!/content/26617)

To show you step by step how it works, please open a Corgi 2D scene
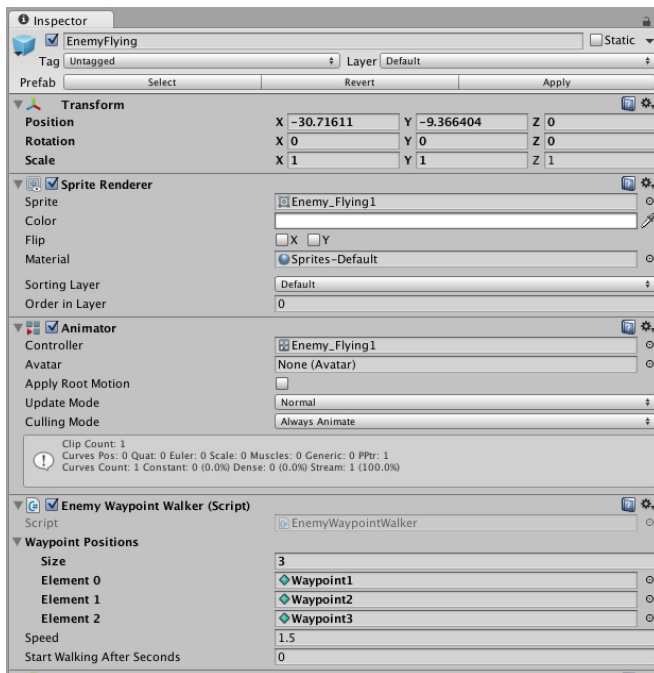first (for example: Mesa 1).

FlyingEnemy:

Drag and drop the EnemyFlying-Prefab (from SimpleEnemyKI) into the
scene and change the transform scale to x = 1 and y = 1.
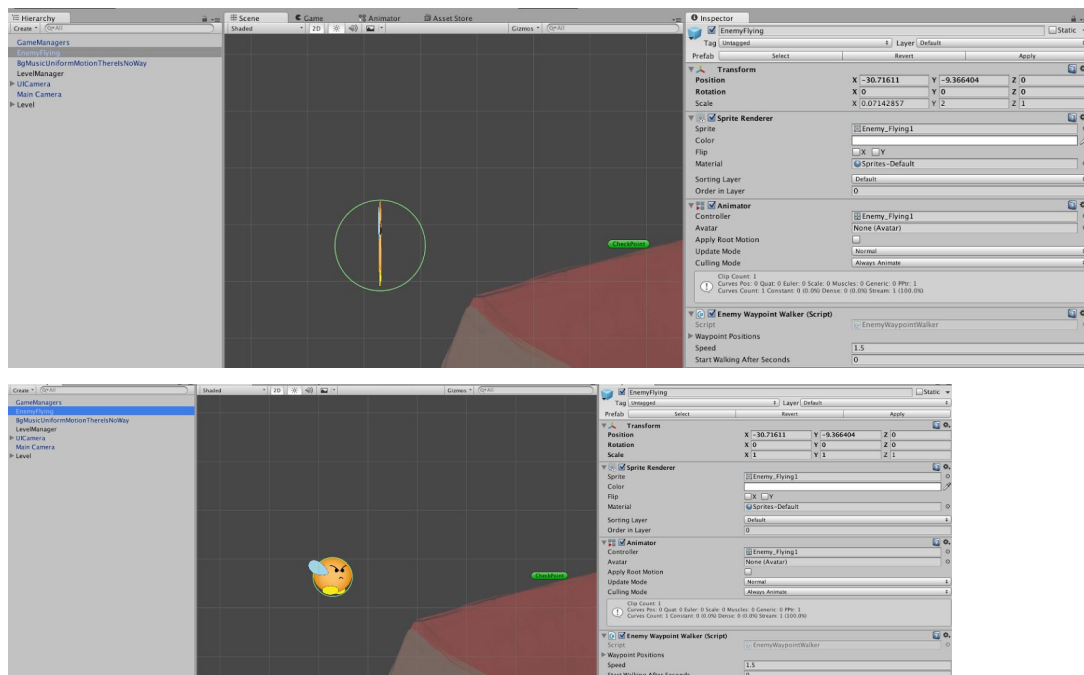
Now add empty gameobjects as waypoints

Next add the waypoints to the EnemyWaypointWalker-Script. Now the enemy walk his way.

To interact with the player add the Corgi Engine Script "Kill player on touch" to the FlyingEnemy in the inspector and disable the Checkbox "Layer Enemy" on the "Generate Level Layer and Tags"-Script.
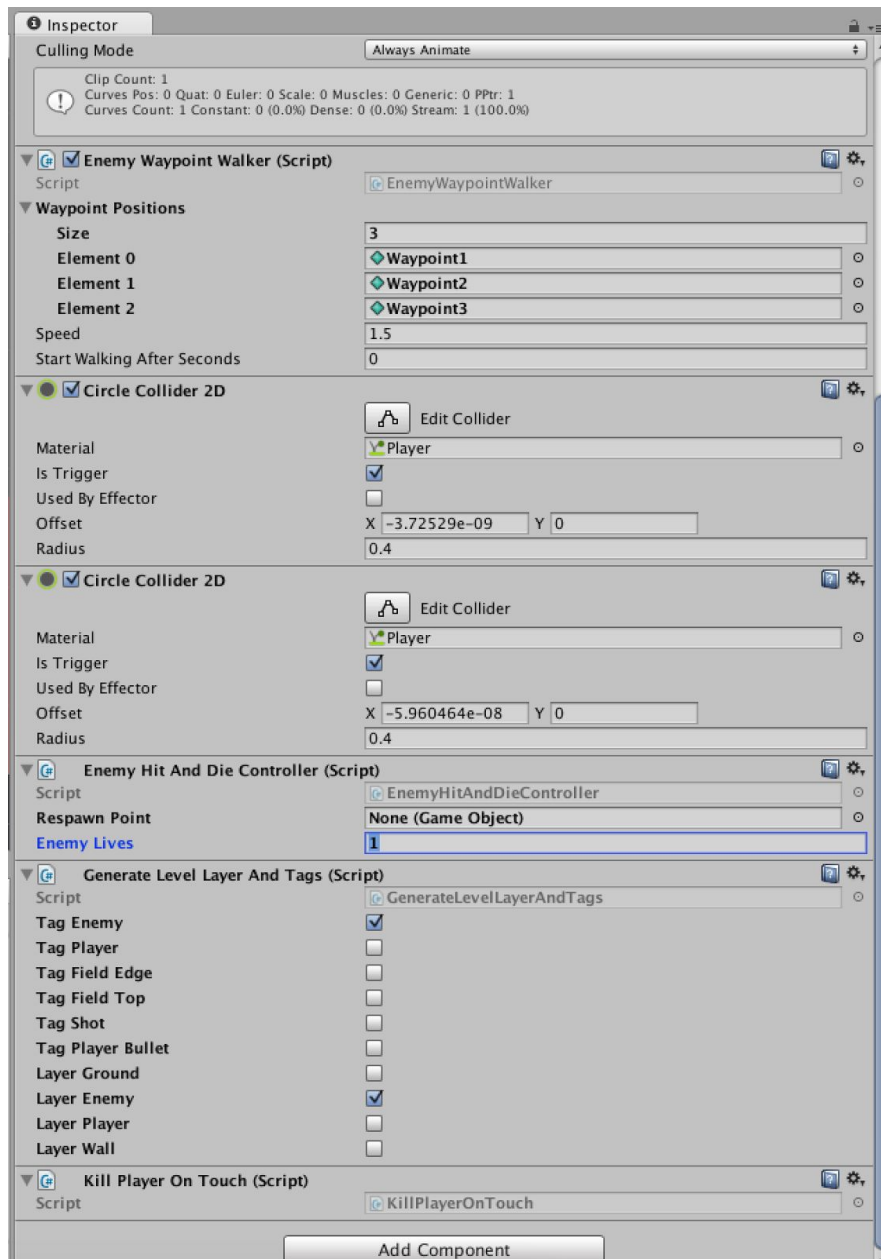
And add the Layer "Enemies" manually to your FlyingEnemy
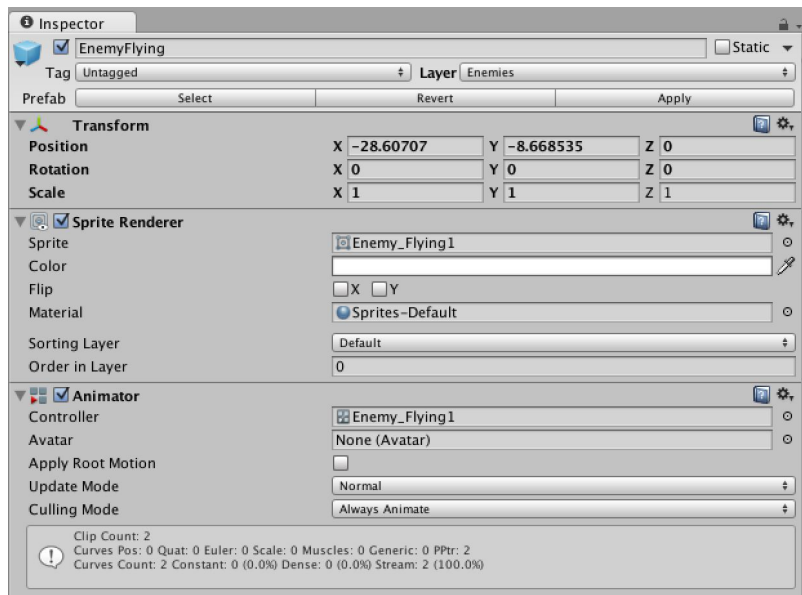
Now add the Corgi Engine Script "Health" to the FlyingEnemy and add a
Hurt- and a Destroy-Effect. You will find them in
CorgiEngine/Demos/Corgi2D/Resources/Effects/
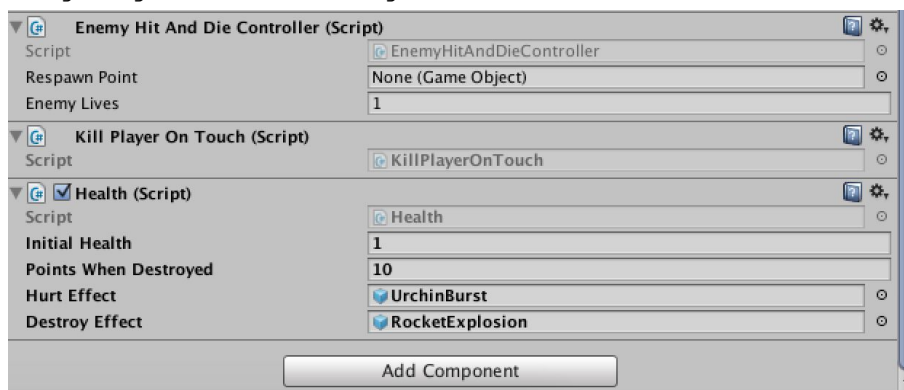
EnemyAutoWalk:

Drag and drop the EnemyAutoWalk-Prefab (from SimpleEnemyKI) into the scene and do the same steps as in the FlyingEnemy (without waypoints).
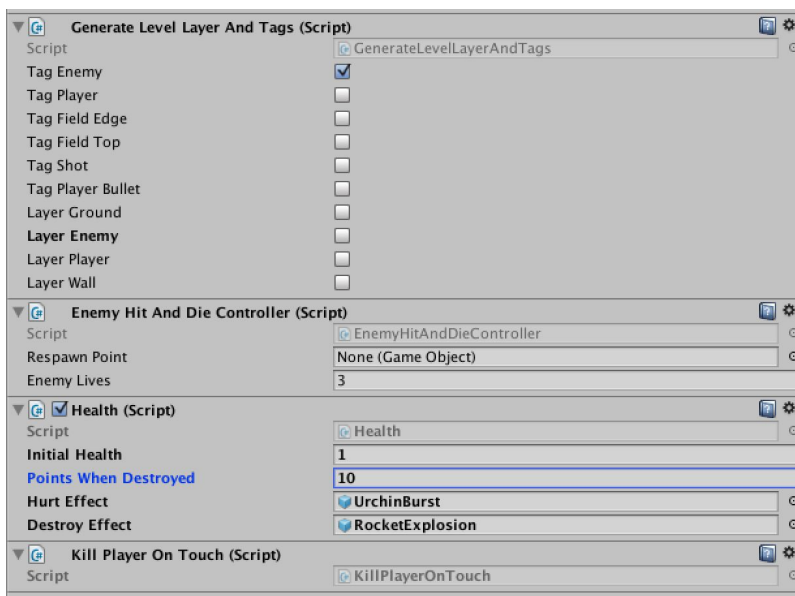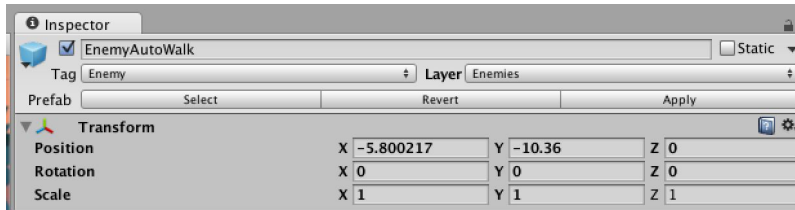
Now add EnemyStatePoint-Prefabs or EnemyPatrolPoint-Prefabs to the scene.

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