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using UnityEngine;
using UnityEngine.UI;

public class IntellectRacingEnemy : MonoBehaviour
{
    public Text textSpeedEnemy1;
    public Text textSpeedEnemy2;

    private GameObject Finish;

    private GameObject playerTarget;
    private GameObject RacingEnemy1;
    private GameObject RacingEnemy2;

    private Rigidbody2D rb_enemy1;
    private Rigidbody2D rb_enemy2;

    public static float _SpeedEnemy1 { get; set; }
    public static float _SpeedEnemy2 { get; set; }

    private float _FinalSpeedEnemy1 = 0f;
    private float _FinalSpeedEnemy2 = 0f;
    public static float SaveFinalSpeedEnemy1 { get; set; }
    public static float SaveFinalSpeedEnemy2 { get; set; }
    void Start()
    {
        playerTarget = GameObject.Find("PlayerCar");
        RacingEnemy1 = GameObject.Find("RacingEnemy1");
        RacingEnemy2 = GameObject.Find("RacingEnemy2");
        Finish = GameObject.Find("Finish");
        //Debug.Log($"Finish {Finish.transform.position}");
        rb_enemy1 = RacingEnemy1.GetComponent<Rigidbody2D>();
        rb_enemy2 = RacingEnemy2.GetComponent<Rigidbody2D>();
    }

    void FixedUpdate()
    {
        textSpeedEnemy1.transform.position = new
Vector3(RacingEnemy1.transform.position.x,
RacingEnemy1.transform.position.y+1f,
RacingEnemy1.transform.position.z);
        textSpeedEnemy2.transform.position = new
Vector3(RacingEnemy2.transform.position.x,
RacingEnemy2.transform.position.y + 1f,
RacingEnemy2.transform.position.z);

        if (WindowStaticRallyScene.timer>=3)//не будут рухатись доти
доки секундомір не буде 3+
        {
            ControlEnemy1();
            ControlEnemy2();
        }
        if (_SpeedEnemy1 == 0)
        {
            textSpeedEnemy1.enabled = false;
        }
        textSpeedEnemy1.text = $"{_SpeedEnemy1:0.00} KM/H";

        if (_FinalSpeedEnemy1 <= rb_enemy1.velocity.magnitude)
        {
            _FinalSpeedEnemy1 = rb_enemy1.velocity.magnitude;

```



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private void ControlEnemy2()
{
    rb_enemy2.AddForce(transform.right *
ButtonCarsScenes.SaveBasicSpeed); //Рівно прискорений рух вперед такий же
як і в ігрока
    textSpeedEnemy2.enabled = true;
    _SpeedEnemy2 = rb_enemy2.velocity.magnitude;
    textSpeedEnemy2.GetComponent<Text>().color = Color.green;
    if (rb_enemy2.rotation >= 50f)
    {
        rb_enemy2.MoveRotation(rb_enemy2.rotation -
ButtonCarsScenes.SaveBasicControl * 20f * Time.fixedDeltaTime);
    }
    if (rb_enemy2.rotation <= -50f)
    {
        rb_enemy2.MoveRotation(rb_enemy2.rotation +
ButtonCarsScenes.SaveBasicControl * 20f * Time.fixedDeltaTime);
    }
    if (_SpeedEnemy2 <= 1)
    {
        timeStop2 += Time.deltaTime;
        if (timeStop2 >= 4f) //якщо більше 4 секунд не буде швидкість
рости тоді пригне
        {
            rb_enemy2.MovePosition(rb_enemy2.position + Vector2.up *
ButtonCarsScenes.SaveBasicControl * 2f * Time.deltaTime);
        }
    }
}
}

```