

### Setup:

1. Put the FOVMechanic script on your enemy GameObject
2. Make 2 layers one for all the obstacles(walls, boxes etc.) and one for the player
3. Input those at the FOVMechanic script and put them onto the player and obstacles
4. Add 2Dcolliders to the player and obstacles

### Patrol Points:

1. Make an empty GameObject that we will use as a holder
2. Put the holder in the FOVMechanic script
3. Make empty GameObjects as child objects of the holder and place them around