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using UnityEngine;
using UnityEngine.AI;

public class EnemyAI : MonoBehaviour
{
    public float chaseRange = 10f;
    public float attackRange = 2f;
    public float moveSpeed = 3.5f;

    public float StopDis = 3.5f;
    public Transform player;
    private NavMeshAgent navAgent;
    private float distanceToPlayer;
    private bool isChasing = false;
    private Animator animator;

    void Start()
    {
        navAgent = GetComponent<NavMeshAgent>();
        navAgent.autoBraking = false;
        navAgent.speed = moveSpeed;
        animator = GetComponent<Animator>();
    }

    void Update()
    {
        //Identifies player location
        distanceToPlayer = Vector3.Distance(player.position,
transform.position);

        if (distanceToPlayer <= chaseRange && distanceToPlayer >= StopDis)
        {
            isChasing = true;
            animator.Play("Walk");
        }
        else if (distanceToPlayer > chaseRange)
        {
            isChasing = false;
        }
    }
}
```

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        animator.Play("Idle");
    }

    if (isChasing)
    {
        ChasePlayer();
    }
}

void ChasePlayer()
{
    if (distanceToPlayer <= attackRange)
    {
        // Add attack logic here
        Debug.Log("Attack Player");
        animator.Play("Attack");
    }
    else
    {
        navAgent.destination = player.position;
    }
}
}
```