# Follow the Player

## Overview:

The player can roll around to its heart’s content… but it has no purpose. In this lesson, we fill that purpose by creating an enemy to challenge the player! First we will give the enemy a texture of your choice, then give it the ability to bounce the player away... potentially knocking them off the cliff. Lastly, we will let the enemy chase the player around the island and spawn in random positions.

## Project Outcome:

A textured and spherical enemy will spawn on the island at start, in a random location determined by a custom function. It will chase the player around the island, bouncing them off the edge if they get too close.

By the end of this lesson, you will be able to:

* Apply Physics Materials to make game objects bouncy
* Normalize vectors to point the enemy in the direction of the player
* Randomly spawn with Random.Range on two axes
* Write more advanced custom functions and variables to make your code clean and professional

[Unity Video Series](https://learn.unity.com/tutorial/lesson-plan-4-2-follow-the-player?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96846edbc2a2bcde6d0fc)

[Written Instructions](https://drive.google.com/file/d/1QRIuM0-Qn9TO7ojwKM6hin2VcwpV0G1I/view?usp=sharing)