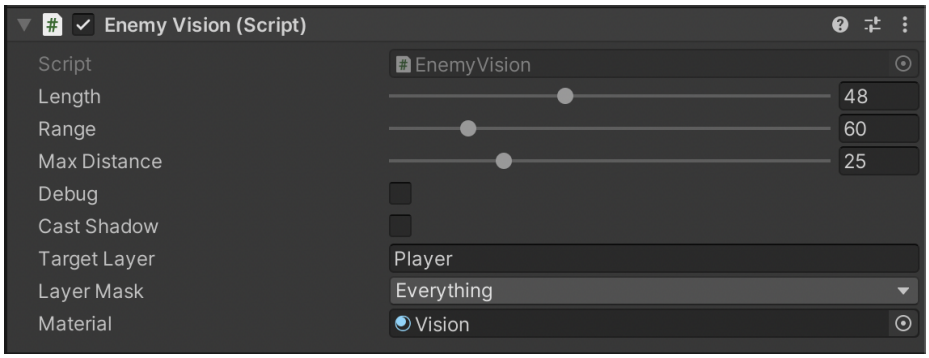
Unity Enemy Vision Tool

Features

1. Easy to use
2. Used in many hyper-casual games

Usage

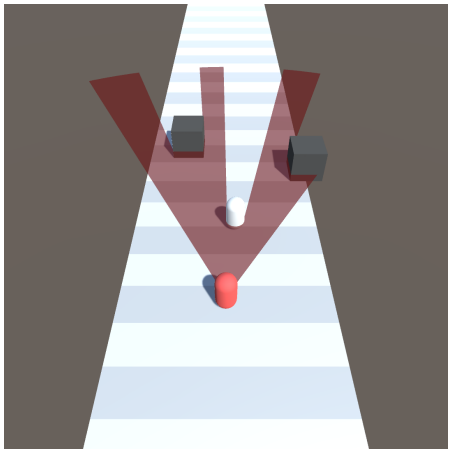
1. Open “Demo” scene
2. Go to “Enemy Vision > Vision” game object
3. Manipulate with the settings (Length, Range, Max Distance, etc..)



4. Override OnSeeingTarget() with your own custom behaviors, this is a call back been called when the enemy is seeing the target.

```
using UnityEngine;

public class EnemyVision : Vision
{
    protected override void OnSeeingTarget()
    {

    }
}
```

5. Hit Play and ENJOY!