```csharp
 1  using System.Collections;
 2  using System.Collections.Generic;
 3  using UnityEngine;
 4
 5  [RequireComponent(typeof(Enemy))]
 6  public class EnemyMovement : MonoBehaviour {
 7
 8      private Transform target;
 9      private int wavepointIndex = 0;
10
11      private Enemy enemy;
12
13      void Start() {
14          enemy = GetComponent<Enemy>();
15          target = Waypoints.points[0];
16      }
17
18      void Update()
19      {
20          Vector3 dir = target.position - transform.position;
21          transform.Translate(dir.normalized * enemy.speed * Time.deltaTime,   ⮡
               Space.World);
22
23          if (Vector3.Distance(transform.position, target.position) <= 0.4f)
24          {
25              GetNextWaypoint();
26          }
27
28          enemy.speed = enemy.startSpeed;
29      }
30
31      void GetNextWaypoint()
32      {
33          if (wavepointIndex >= Waypoints.points.Length - 1)
34          {
35              EndPath();
36              return;
37          }
38
39          wavepointIndex++;
40          target = Waypoints.points[wavepointIndex];
41      }
42
43      void EndPath()
44      {
45          PlayerStats.Lives--;
46          WaveSpawner.enemiesAlive--;
47          Destroy(gameObject);
48      }
49  }
50
```