



Enemy Patrolling - User Guide



Introduction

This package provides a customizable enemy that patrols between set points and can be configured to die upon collision with the player. You can tweak movement settings, animations, and death effects directly in the **Inspector** to fit your game.




Setting Up the Enemy

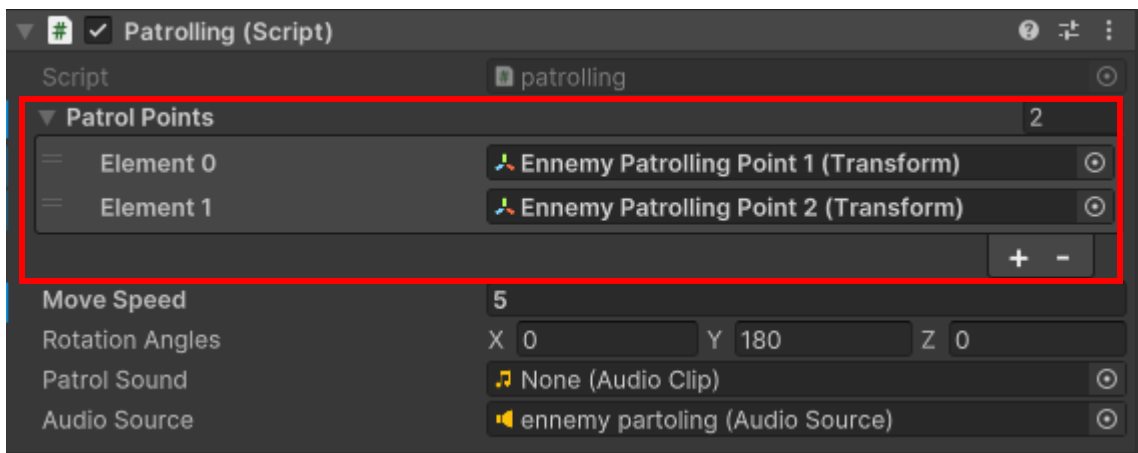
1. Adding the Enemy to Your Scene

1. Drag and drop the **EnemyPrefab** into your scene.
 2. Make sure your player has the **Tag "Player"** (otherwise, the enemy won't detect it).
 3. Adjust its **position, rotation, and scale** as needed.
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2. Customizing Enemy Movement

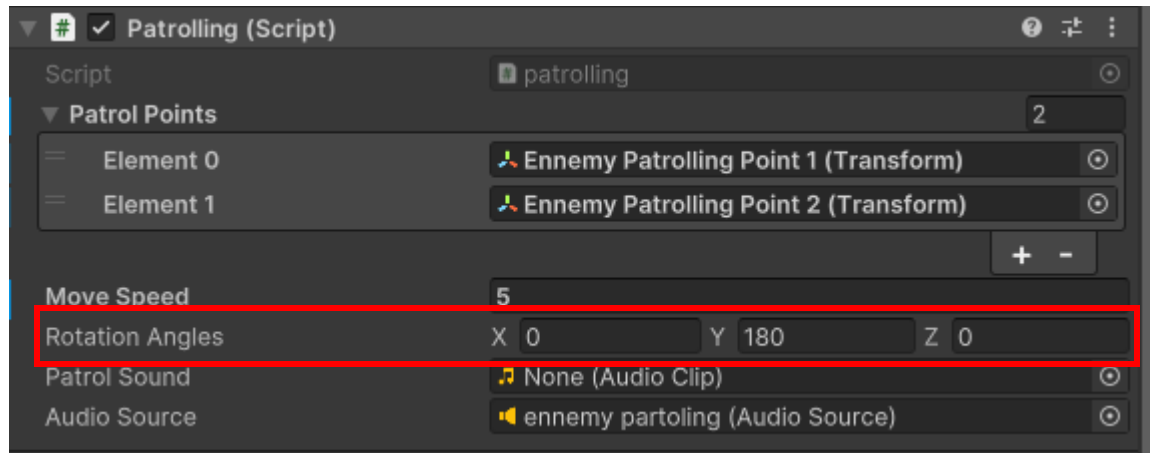
The enemy moves between waypoints that you define in the **Inspector**.

- **Adding / Removing Waypoints** 
 - In the **Inspector**, look for the **Patrolling** script.
 - Add or remove waypoints from the **waypoints list**.
 - The enemy will move between these points in order.



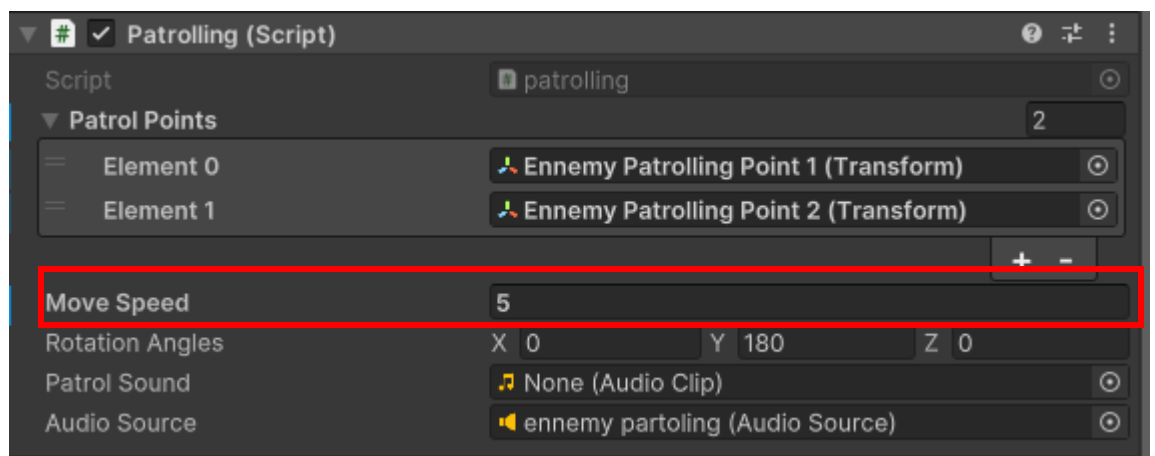
- **Rotating the Enemy at Each Point** 🔄

- You can **enable or disable rotation** when the enemy reaches a waypoint.
- This allows you to create smooth patrol behaviors.



- **Changing Movement Speed** ⚡

- Modify the **speed variable** in the **Inspector** to make the enemy move faster or slower.

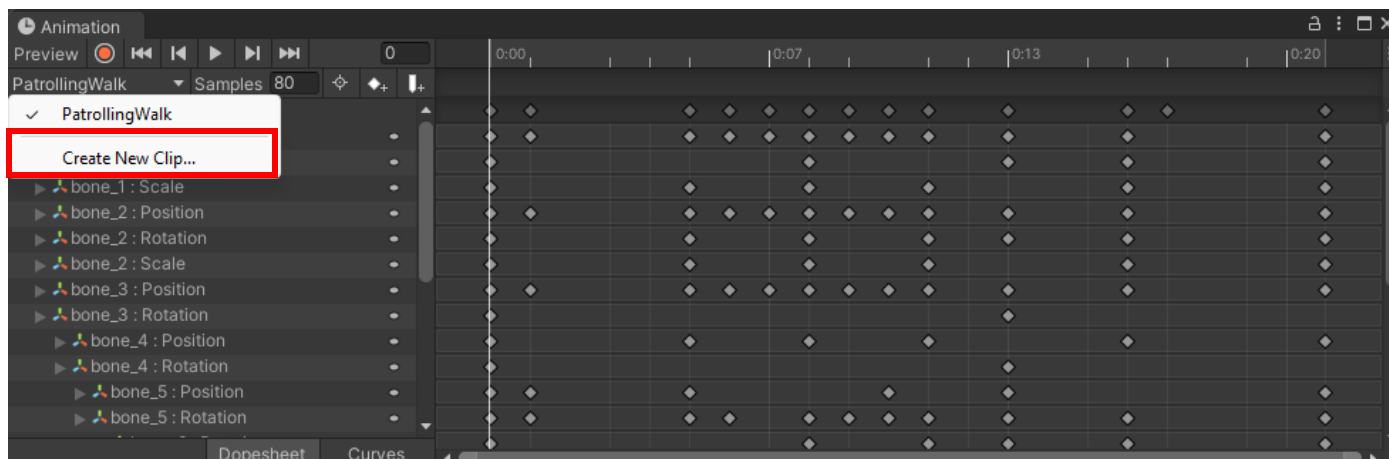


🎭 Customizing Enemy Animations

You can **modify or create new animations** using Unity's bone animation system.

How to Edit Animations

1. Select the **enemy** in the **Hierarchy**.
2. Open the **Animation Window**:
 - Click on Window > Animation > Animation.
3. Modify existing animations or create **new ones**.



Enemy Death Settings

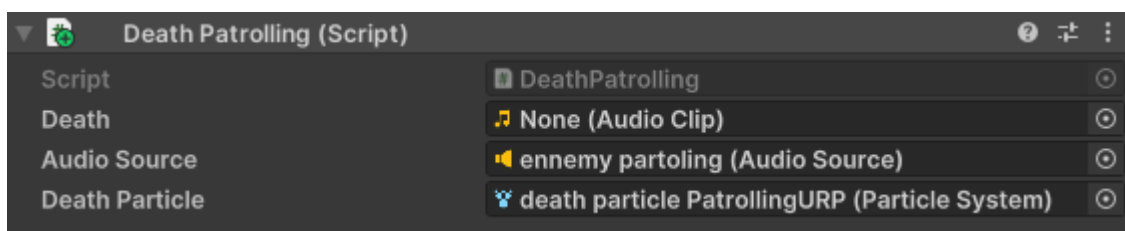
The enemy **does not die by default**. You decide whether it can die by adding the **DeathPatrolling** script.

Enabling Death for the Enemy

1. Add the **DeathPatrolling** script to your enemy.
2. Drag an **Audio Source** into the script's **audioSource** field.
3. Choose any **death sound effect** you want. 🎵

Adding Death Effects (Particles)

- Assign the **Death Particle System** in the **Inspector**.
- This package includes **URP and Built-in** versions of the particle effect.
- When the enemy dies, the **particles will spawn at its exact position and rotation** for a realistic effect.



Summary of Important Steps

- ✓ Tag your **Player** as "**Player**" so enemies can detect it.
- ✓ Adjust **waypoints, rotation, and speed** to control enemy movement.
- ✓ Modify or create **new animations** using the **Animation Window**.

- ✓ Enable **DeathPatrolling** if you want the enemy to die.
- ✓ Set a **custom death sound** and **particle effect** in the Inspector.