Enemy
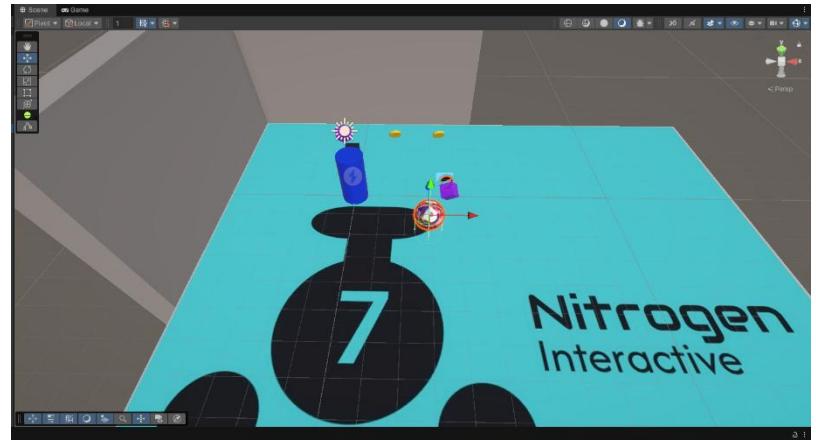
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$0.00

Version 2.0

Description: This prefab represents a modular enemy in Unity. It is designed   to a base enemy that can be put into any level. It can detect the ground and player to move and attack.

Components:

1. Sphere Collider
   a. Provides a collision detection for the item
2. NavMesh Agent
   a. Handles control of movement and ground detection
3. Health
   a. Adds the ability to affect and access health
4. Controller
   a. Connects the dynamic binding code to the enemy based on what enemy type it is.

Setup Instructions:

1. Add enemy prefab to scene
2. Make a NavMesh agent in the scene of the ground and bake it
3. Ensure the enemy is looking for the player and ground in its variables
4. Test to confirm that all behaviors work appropriately

Requirements:

Unity Version: 6000.2.6f2 or later