Thanks for installing the asset!

Briefly about how to use the main scripts:

1. Arrow   - description of the behavior of showing and disappearing an arrow;

2. EnemyPoint   - it is placed on the enemy that you want to display with an arrow;

3. WaypointController   - places arrows on the edges of the screen.

I strongly recommend watching a video tutorial on implementing an asset in your project: https://youtu.be/ufeLxEb0OhY.

All blocks in scripts are commented out, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)