**UC 16 – Follow**

Enemy checks distance from player.

• EnemyManager class update is called and checks for nearby player.

Enemy rotates towards player.

• Player distance is calculated and if the player is within min follow distance and max follow distance, then the enemy executes the follow procedure.

• EnemyManager class begins by rotating towards the player’s direction.

Enemy walks towards player.

• EnemyManager class triggers walk animation (which uses root motion).

Enemy repeats steps 1 – 4, until within 2m of player.

• EnemyManager class continues to do this within the update call, so long as the player’s distance is within the min follow and max follow range.