**UC 22 – Retreat**

Enemy checks distance from player.

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

Enemy rotates towards start position.

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

• EnemyManager class begins by rotating towards the start position.

Enemy proceeds to walk back towards start.

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

Enemy reaches 1m to start position.

• EnemyManager class repeats steps 1 – 3, until within 1m of start position.

Enemy rotates back to the original spot.

• EnemyManager class checks for start position vs current position in update and then proceeds to rotate the game object to the original spot.