

# ENEMY AI AND MOVEMENTS

- ▶ Two movement types:
  - ▶ Random
  - ▶ Waypoints
- ▶ Update() calls always SearchForPlayer():
  - ▶ Check if the distance from player is less than 10 mt
  - ▶ Perform a linecast:
    - ▶ in case of hit with player tag, onAware() let the enemy chase the player
    - ▶ If not, continue to wander and search
  - ▶ When the distance is less than 1 mt, attack the player
  - ▶ damage equal to 15% of player total life
- ▶ After that enemy's life has dropped to 0 IsDeath() is called:
  - ▶ Death animation
  - ▶ Deactivate the enemy
  - ▶ After 25 seconds destroy the game object and re-instantiate it