## **TARGET SCANNER**

Target Scanner Base Class Script with some advanced parameters to detect Enemies or Players.

# Script Type - Base Class

#### **FEATURES:**

- Field of view
- Alert area
- Height difference
- View Obstacle
- Give Nearest target

### **METHODS:-**

## **Update Method**

ShowGizmos();

## **Return Methods (Transform)**

- GetTarget();
- GetNearestTarget();
- GetTargetList();

