



Automatically move toward any given vector 2D

<https://youtu.be/wZqCQgexdPE>

Place an object where the game object with this script should move to and take its position on the x and y -axis. Give the game object that needs to move to this point this script :

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class MoveToTarget : MonoBehaviour
{
    //Moving automatically toward any given Vector 2D by René Pol for the Script
    Library -2021- RP-Interactive.nl@//

    public Vector2 TargetLocation;
    public bool AbleToMove = false;
    public float Speed = 2f;
    public float Release = 3f;

    IEnumerator Moving()
    {
        yield return new WaitForSeconds(Release);
        AbleToMove = true;
    }

    void Start()
    {
        StartCoroutine(Moving());
    }

    void Update()
    {
        if(AbleToMove == true)
        {
            transform.position = Vector2.MoveTowards(transform.position, TargetLocation,
            Speed*Time.deltaTime);
            if(transform.position.x == TargetLocation.x && transform.position.y ==
            TargetLocation.y)
            {
                Destroy(this.gameObject);
            }
        }
    }
}
```

Set the target location in the inspector's view and set the moving speed to your likings.