



Follow path with path points 2D

<https://youtu.be/8MLkOXjnH5U>

Give the game Object a Rigidbody2D and a Box Collider 2D. Make sure the gravity is set to 0.
Give the game Object that needs to follow a path this script :

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

public class Followpath : MonoBehaviour
{
    //Follow path (path points 2D)//
    //Looping path, return on path, Destroy at end path////////////////////
    //by René Pol & Larry Pendleton for the Script Library -2021- RP-Interactive.nl@//

    public List<Transform> pathpoints;
    public float moveSpeed = 2f;
    private int pathsIndex = 0;

    void Start()
    {
        transform.position = pathpoints[pathsIndex].transform.position;
    }

    void Update()
    {
        Move();
    }

    void Move()
    {
        transform.position = Vector2.MoveTowards(transform.position,
        pathpoints[pathsIndex].transform.position, moveSpeed * Time.deltaTime);
        if (transform.position == pathpoints[pathsIndex].transform.position)
        {
            pathsIndex += 1;
        }
        if (pathsIndex == pathpoints.Count)
        {
            pathsIndex = 0;
        }
    }
}
```

Create an empty game object and call it pathpoint. Duplicate as many as you need and create a path with them. Now set the number of pathpoints and drag them into the inspector's view. Set the moving speed. **Make sure the Z-axis on the pathpoints are the same as the game object** that has to follow them. Otherwise the object will get stuck at the first point.



To make the object disappear at the end of the path just insert one line in the script.

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

public class Followpath : MonoBehaviour
{
    //Follow path (path points 2D)//
    //Looping path, return on path, Destroy at end path////////////////////
    //by René Pol & Larry Pendleton for the Script Library -2021- RP-Interactive.nl@//

    public List<Transform> pathpoints;
    public float moveSpeed = 2f;
    private int pathsIndex = 0;

    void Start()
    {
        transform.position = pathpoints[pathsIndex].transform.position;
    }

    void Update()
    {
        Move();
    }

    void Move()
    {
        transform.position = Vector2.MoveTowards(transform.position,
        pathpoints[pathsIndex].transform.position, moveSpeed * Time.deltaTime);
        if (transform.position == pathpoints[pathsIndex].transform.position)
        {
            pathsIndex += 1;
        }
        if (pathsIndex == pathpoints.Count)
        {
            pathsIndex = 0;
            Destroy(this.gameObject);
        }
    }
}
```



If you want the object to return over the path the same way as it came we need again to insert one new line :

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

public class Followpath : MonoBehaviour
{
    //Follow path (path points 2D)//
    //Looping path, return on path, Destroy at end path////////////////////
    //by René Pol & Larry Pendleton for the Script Library -2021- RP-Interactive.nl@//

    public List<Transform> pathpoints;
    public float moveSpeed = 2f;
    private int pathsIndex = 0;

    void Start()
    {
        transform.position = pathpoints[pathsIndex].transform.position;
    }

    void Update()
    {
        Move();
    }

    void Move()
    {
        transform.position = Vector2.MoveTowards(transform.position,
        pathpoints[pathsIndex].transform.position, moveSpeed * Time.deltaTime);
        if (transform.position == pathpoints[pathsIndex].transform.position)
        {
            pathsIndex += 1;
        }
        if (pathsIndex == pathpoints.Count)
        {
            pathsIndex = 0;
            //Destroy(this.gameObject);///
            pathpoints.Reverse();
        }
    }
}
```

