



AI follow/chase player 2D.

<https://youtu.be/0rcFeheNQOw>

Give the object that needs to follow the player this script :

```
// AI Follow/Chase player 2D/////
//by René Pol for the Script Library -2021- RP-Interactive.nl@//

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

public class AIfollow : MonoBehaviour
{
    public float Speed;
    private Transform target;
    public float StopChase;

    void Start()
    {
        target = GameObject.FindGameObjectWithTag("Player").GetComponent<Transform>();
    }

    void Update()
    {
        if (Vector2.Distance(transform.position, target.position) > StopChase)
        {
            transform.position = Vector2.MoveTowards(transform.position, target.position, Speed * Time.deltaTime);
        }
    }
}
```

You can set the speed of moving in the inspector's view. The stop chasing distance number can be set in this view to. Make sure the object to follow has the tag Player or change the tag name into the tag you are using.

