



AI Random patrolling 2D

https://youtu.be/TBr_8J4S2kA

Give the objects that need to patroll this script :

```
// AI Random patrolling 2D//////////
//by René Pol for the Script Library -2021- RP-Interactive.nl@//

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

public class RandomPatrol : MonoBehaviour
{
    public float Speed;
    public float Edgebottom;
    public float Edgetop;
    public float Edgeleft;
    public float Edgeright;

    Vector2 targetPosition;

    void Start()
    {
        targetPosition = GetRandomPosition();
    }

    void Update()
    {
        if ((Vector2)transform.position != targetPosition)
        {
            transform.position = Vector2.MoveTowards(transform.position, targetPosition, Speed
            * Time.deltaTime);
        }
        else
        {
            targetPosition = GetRandomPosition();
        }
    }

    Vector2 GetRandomPosition()
    {
        float randomX = Random.Range(Edgeleft, Edgeright);
        float randomY = Random.Range(Edgetop, Edgebottom);
        return new Vector2(randomX, randomY);
    }
}
```

The object will pick a spot to patroll to withing the given edges (Borders). Once it reaches the spot it will repeat this action.