



*AI Enemy look at player and shoot when player is in distance 2D.*

<https://youtu.be/3lBt8dDbRfi>

Create the object that needs to look at the Transform player. Give it a Rigidbody2D with 0 gravity and the Z restraint selected. Give it this script.

```
/// AI Enemy watch and shoot player if in distance///  
//by René Pol for the Script Library -2021-///  
/// RP-Interactive.nl@///  
  
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
  
public class LookatandAttack : MonoBehaviour  
{  
  
    public GameObject Rockets;  
    public Transform barrel;  
    public Transform player;  
    private Rigidbody2D rb;  
    public float Ammo;  
    public float ShootingDistance;  
  
    void Start()  
    {  
        rb = this.GetComponent<Rigidbody2D>();  
    }  
  
    IEnumerator Reload()  
    {  
        yield return new WaitForSeconds(1f);  
        Ammo = 1;  
    }  
  
    public void shootRocket()  
    {  
        if (Ammo > 0)  
        {  
            Ammo -= 1;  
            Instantiate(Rockets, barrel.position, barrel.rotation);  
            StartCoroutine(Reload());  
            return;  
        }  
    }  
}
```



```
void Update()
{
    Vector3 direction = player.position - transform.position;
    float angle = Mathf.Atan2(direction.y, direction.x) * Mathf.Rad2Deg;
    rb.rotation = angle;

    if (Vector2.Distance(transform.position, player.position) < ShootingDistance)
    {
        shootRocket();
    }
    else
    {
        Ammo = 1;
    }

}
}
```

Give this Object a child object and call it barrel. You can set the distance to the player where it should start to fire in. Make sure the rocket model is facing right and has a fly to the right direction action to it. Select th barrel as point where the rocket comes from.