



Use the level made in mini tutorial 21.

- Add the enemy
- Give it a box collider 2D
- Give it the nametag Enemy
- Create a new script call it StandingEnemy
- Give this script to the enemy

```
using System.Collections;
```

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

```
using UnityEngine;
```

```
public class StandingEnemy : MonoBehaviour
```

```
{
```

```
public void OnCollisionEnter2D(Collision2D other)
```

```
{
```

```
if(other.gameObject.tag == ("Player"))
```

```
{
```

```
Destroy(other.gameObject);
```

```
}
```

```
}
```

```
public float laserLength = 1;
```

```
public LayerMask LineOfSightMask;
```

```
void FixedUpdate()
```

```
{
```

```
RaycastHit2D hit = Physics2D.Raycast(transform.position, Vector2.up, laserLength, LineOfSightMask);
```

```
Debug.DrawRay(transform.position, Vector2.up * laserLength, Color.red);
```

```
if (hit.collider != null)
```

```
{
```

```
if (hit.collider.gameObject.tag == ("Player"))
```

```
{
```

```
Destroy(this.gameObject);
```

```
}
```

```
}
```

```
}
```

```
}
```

Give the layer the layer Player and set it in the enemies inspector window so the enemy knows what to scan for using a raycast line that goes up from it's position in the given length. The debug.Drawray makes this ray visible in the sceneview. If this raycast hits the player the enemy will be destroyed. However if the player collides with the box collider 2D of the enemy it is the player that get's destroyed. This is all you need to have enemies destroyed by jumping on them.