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

public class ClydeMovement : MonoBehaviour
{
    public Transform playerTransform;
    public float minDistance = 5.0f;
    public float maxDistance = 20.0f;
    public float speed = 7.0f;
    Vector2 lookDirection;
    Transform enemyTransform;
    float distance;
    bool enemySighted = false;
    bool enemyDown;
    Rigidbody2D rgb;
    SpriteRenderer sprite;
    // Start is called before the first frame update
    void Start()
    {
        rgb = GetComponent<Rigidbody2D>();
        sprite = GetComponent<SpriteRenderer>();
    }

    // Update is called once per frame
    void Update()
    {
        if (!enemySighted)
        {
            lookDirection = (playerTransform.position - transform.position).normalized;
            distance = Vector2.Distance(playerTransform.position, transform.position);
            if (distance < maxDistance)
            {
                if (distance > minDistance)
                {
                    rgb.AddForce(lookDirection * speed);
                }
            }
        }
        else
        {
            lookDirection = (enemyTransform.position - transform.position).normalized;
            distance = Vector2.Distance(enemyTransform.position, transform.position);
```

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        if (distance != 0)
        {
            rgb.AddForce(lookDirection * speed * 20);
        }
        if (distance < 3)
        {
            enemyDown = true;
        }

    }

    if (lookDirection.x < 0)
    {
        sprite.flipX = true;
    }
    else if (lookDirection.x >= 0)
    {
        sprite.flipX = false;
    }
}

private void OnTriggerEnter2D(Collider2D other)
{
    if (other.gameObject.CompareTag("Enemy"))
    {
        enemySighted = true;
        enemyTransform = other.transform;
    }
}

private void OnTriggerStay2D(Collider2D other)
{
    if (enemyDown && other.gameObject.CompareTag("Enemy"))
    {
        enemySighted = false;
        enemyDown = false;
        Destroy(other.gameObject);
        Debug.Log("EnemyInihalated");
    }
}
}
```