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

public class BasicEnemyMovement : MonoBehaviour
{
    [SerializeField] float enemySpeed = 200.0f;
    //[SerializeField] LayerMask playerLayer;
    [SerializeField] Transform playerTransform;
    Transform tempTransform;
    Rigidbody2D rgb;

    // Start is called before the first frame update
    void Start()
    {
        rgb = GetComponent<Rigidbody2D>();
    }

    // Update is called once per frame
    void Update()
    {

    }

    private void OnTriggerStay2D(Collider2D collision)
    {
        if (collision.gameObject.CompareTag("Player"))
        {
            if (!EnemyDetection.detected)
            {
                if (transform.position.y >= playerTransform.position.y)
                {
                    if (transform.position.x >= playerTransform.position.x)
                    {
                        rgb.rotation += 1.5f;
                    }
                    else if (transform.position.x < playerTransform.position.x)
                    {
                        rgb.rotation -= 1.5f;
                    }
                }
            }
            else if (transform.position.y < playerTransform.position.y)
            {

```

```
    if (transform.position.x >= playerTransform.position.x)
    {
        rgb.rotation += 1.5f;
    }
    else if (transform.position.x < playerTransform.position.x)
    {
        rgb.rotation -= 1.5f;
    }
}
else
{
    rgb.AddRelativeForce(Vector2.left * Time.deltaTime * enemySpeed,
ForceMode2D.Impulse);
}
}
}
//rgb.AddRelativeForce(Vector2.left * Time.deltaTime * enemySpeed, ForceMode2D.Impulse);
```