

# Game Engine Enemies



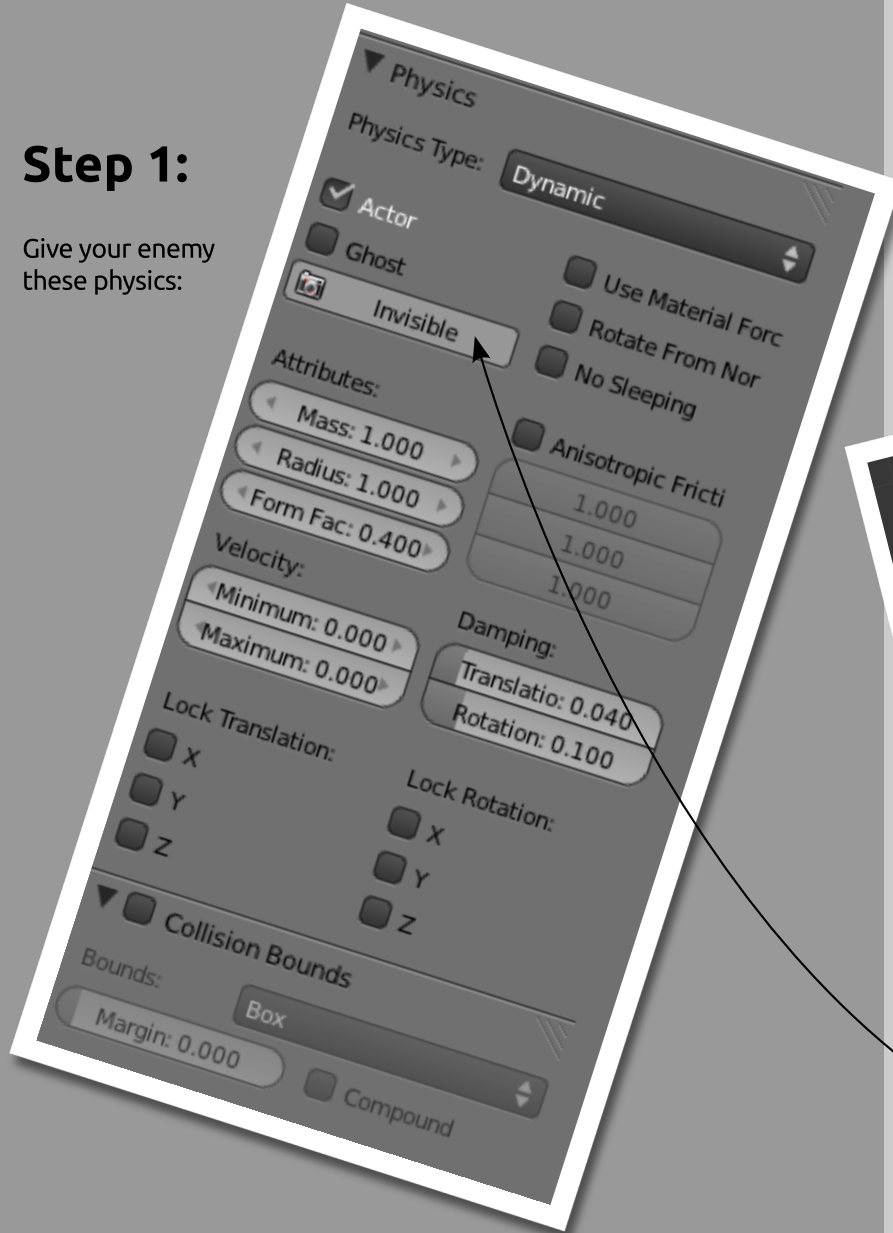
Enemies usually look creepy and behave in a way that scares the player.

Think carefully about your enemies, because it has been said that ***the enemy makes the game.***



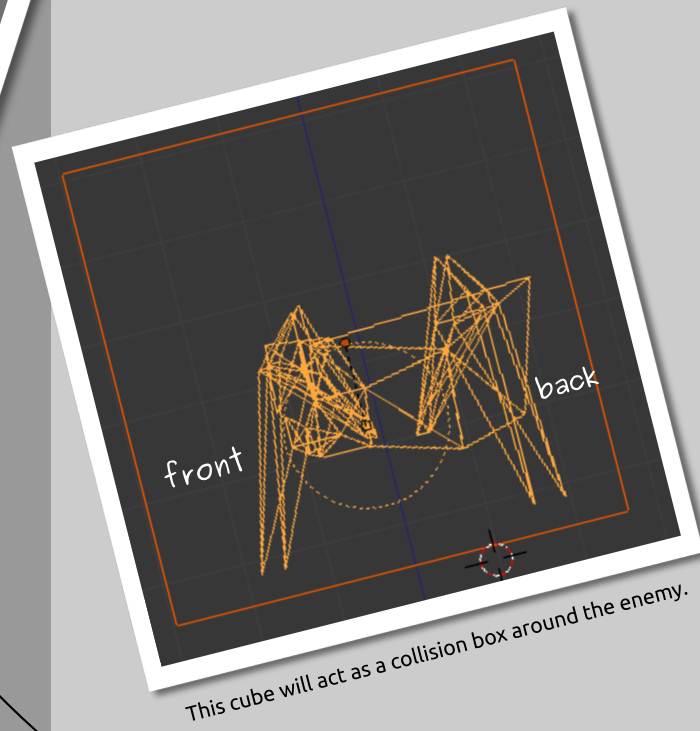
## Step 1:

Give your enemy these physics:



## Step 2:

Put a cube around your enemy. Make sure that there is more cube in the front of the enemy than the back. The cube should be bigger than the enemy.



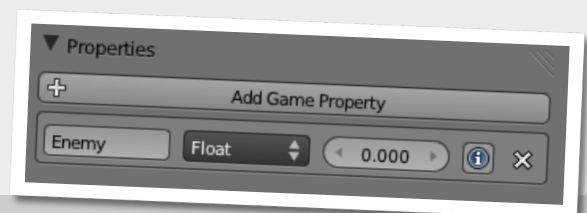
In the cube's physics, click the **Invisible** button.

## Step 3:

Select the cube, hold **SHIFT** and select the enemy. Press **CTRL + P** - select **Object**. This will parent the cube to the enemy, so wherever the cube moves, the enemy will follow.

## Step 4:

In wireframe mode (**Z**), select the cube. In the **Logic Editor** create a property. Name it **Enemy**. Change it to a **Boolean**. This property will be used to make the bullet hit and kill the enemy.



## Step 5:

Add this **Sensor**:



The **Distance** is how far away the main character has to be before the enemy begins chasing. The **Reset Distance** is where the **Sensor** forgets the actor.

Add an **Edit Object (Track to)** and a Motion **Actuator** – join them to the **Near Sensor**:

Make sure you select the **Player** object.

The **Loc: Y: 0.10** is how fast the enemy will move.

