using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.UI;

using UnityEngine.AI;

public class userTracking : MonoBehaviour {

GameObject player;

Animator ani;

NavMeshAgent nav;

bool follow = false;

// Use this for initialization

void Awake()

{

player = GameObject.FindGameObjectWithTag("Player");

ani = GetComponent<Animator>();

nav = GetComponent<NavMeshAgent>();

}

// Update is called once per frame

void Update () {

if (follow)

{

nav.SetDestination(player.transform.position);

}

}

void OnTriggerEnter(Collider other)

{

if(other.gameObject == player)

{

follow = true;

Debug.Log("check inside");

}

}

void OnTriggerExit(Collider other)

{

follow = false;

Debug.Log("check outsiede");

}

}