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");

 }

}