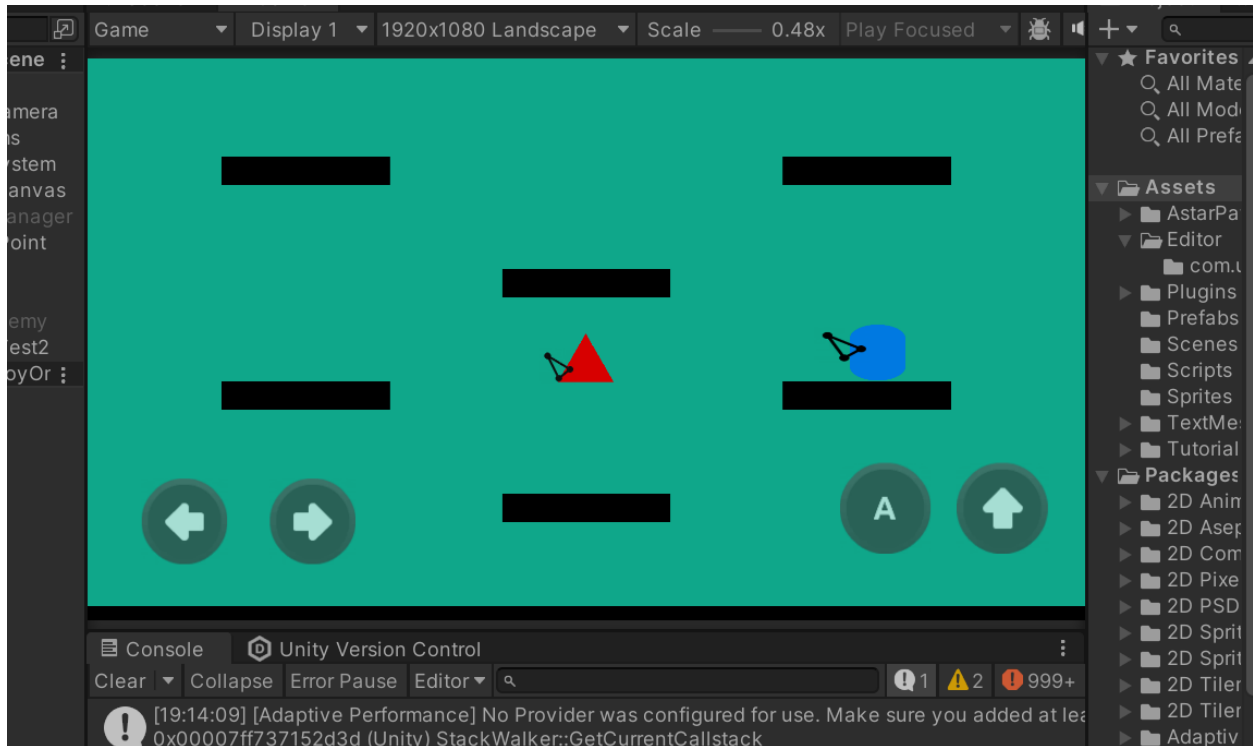
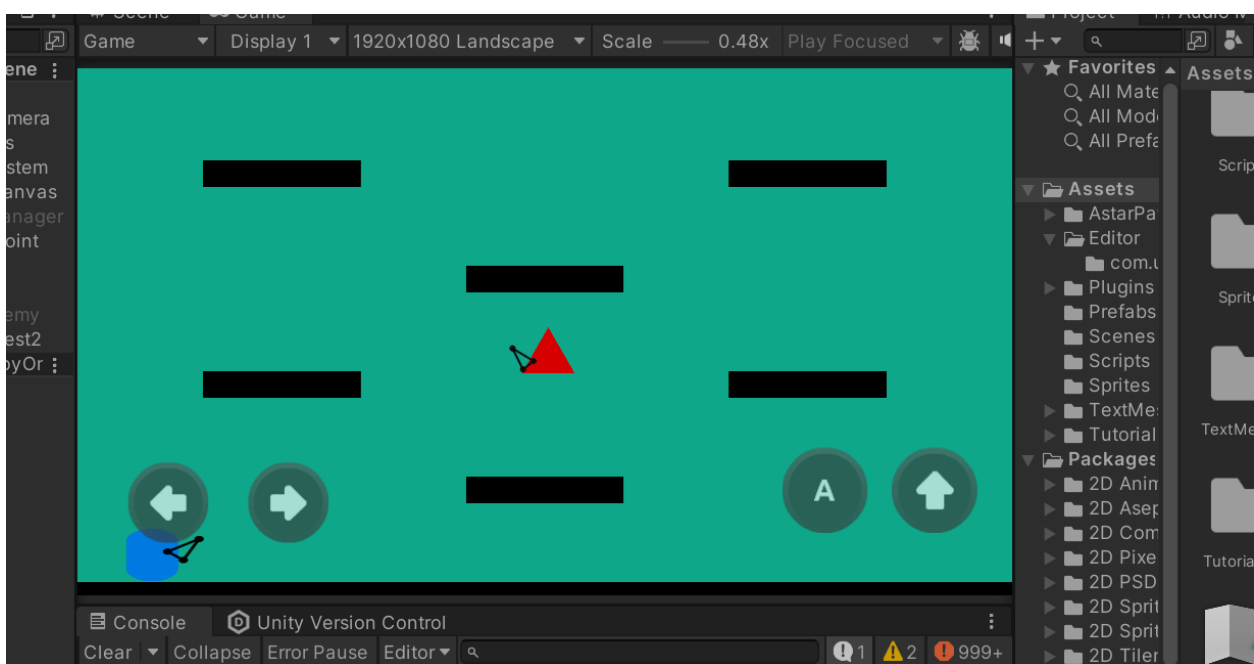
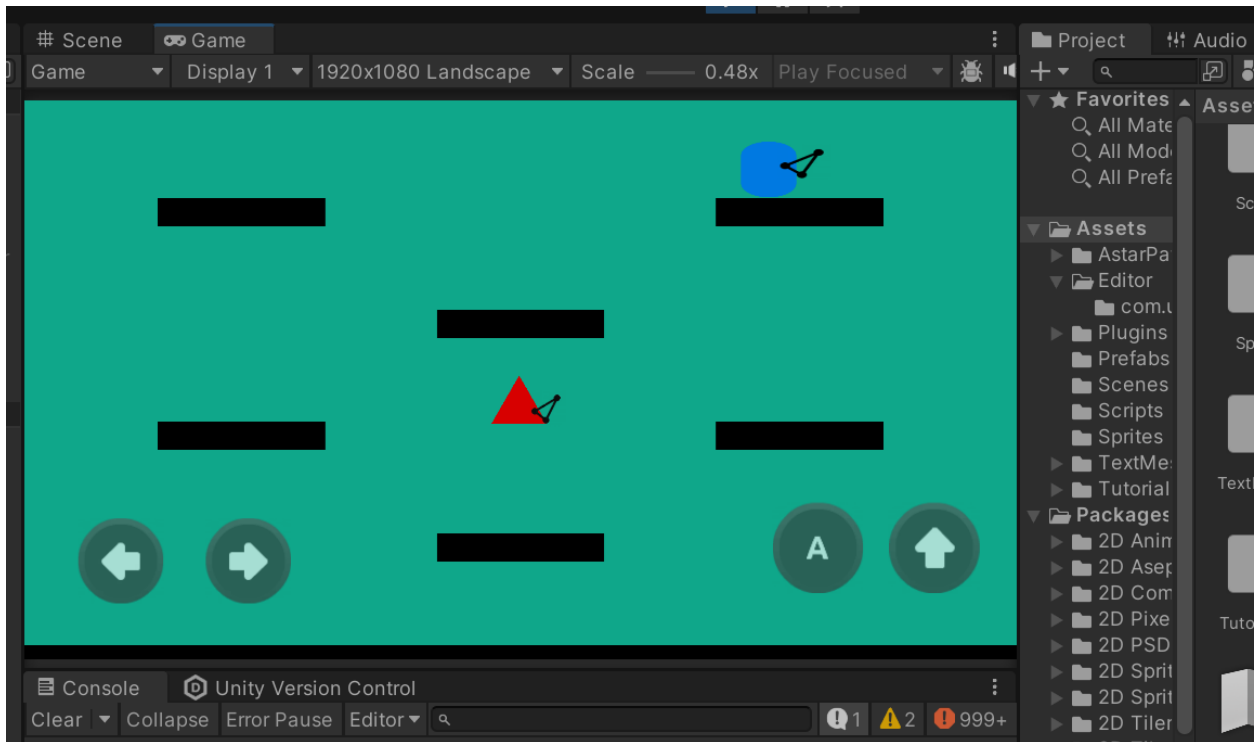


## Weekly Report 6 Pictures

Flying enemy issue:

At these distances from the enemy, it should be in pursuit of the player, but it just stays at the spot of the player's initial position.





### Basic enemy issue:

When on the left and within the view radius of the enemy, the enemy should be facing the player and moving in its direction. Also the basic enemy just stops at the position it is at in the second and third pictures.

