ScrollObject following another ScrollObject

This routine will use the Update function of a ScrollObject, physics and some orxVECTOR math to always try to follow another object.

```
void Enemy::Update(const orxCLOCK_INFO &_rstInfo)
{
    orxOBJECT *enemyObject = this->GetOrxObject();

    orxVECTOR enemyPosition = orxVECTOR_0;
    this->GetPosition(enemyPosition, orxTRUE);

    orxVECTOR playerPosition = orxVECTOR_0;
    playerPosition = karbon_game::GetInstance().GetPlayerPosition();
//you'll need to implement this function in your game code

    orxVECTOR directionToShip = orxVECTOR_0;
    orxVector_Sub(&directionToShip, &playerPosition, &enemyPosition);

    orxVECTOR speedTowardsShip = orxVECTOR_0;
    orxVector_Normalize(&speedTowardsShip, &directionToShip);
    orxVector_Mulf(&speedTowardsShip, &speedTowardsShip, 0.3);

    orxObject_ApplyImpulse(enemyObject, &speedTowardsShip, orxNULL);
}
```

```
[Enemy]
Graphic         = @
Texture         = enemy.png
Pivot           = center
Body       = EnemyBody

[EnemyBody]
Dynamic        = true
PartList   = EnemyBodyPart

[EnemyBodyPart]
Type       = box
Solid      = false
```

From:
https://orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://orx-project.org/wiki/en/examples/orx_scroll/scrollobject_following_scrollobject

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