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.

```cpp
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);
}
```

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

[EnemyBody]
Dynamic         = true
PartList    = EnemyBodyPart

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