Sliding a Sphere

From the “Sliding a Sphere” tutorial at

<https://catlikecoding.com/unity/tutorials/movement/sliding-a-sphere/>

Goals:

* Put a sphere with a trail on a plane.
* Position the sphere based on player input.
* Control velocity and acceleration.
* Limit the sphere's position and make it bounce off edges.

Getting the sphere with a trail:

The Shader type needs to be set to Sprites/Default

Input:

Used Input.getAxis(“Horizontal or Vertical”)

Clamp Magnitude:

It is better to use Vector2.ClampMagnitude in order to have the ball anywhere in a unit circle.