

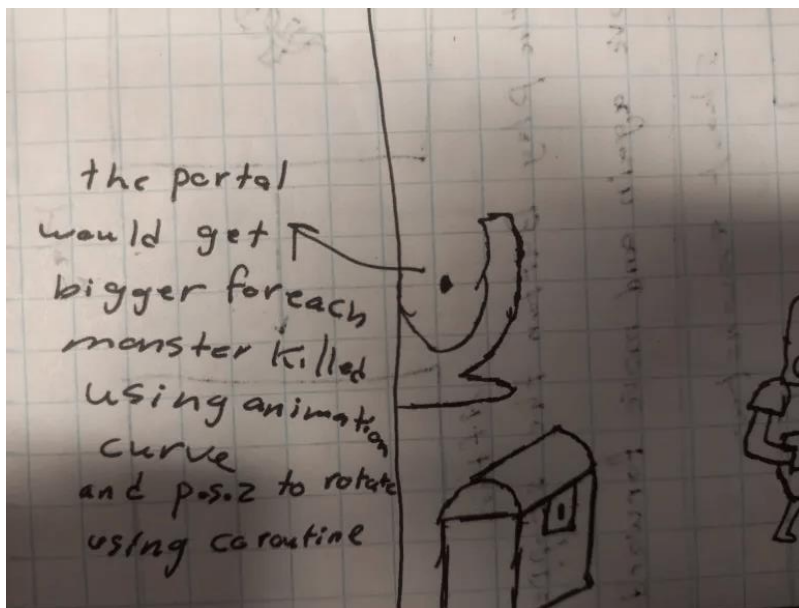
# Implementation log

1. Using another way to make the portal rotate:

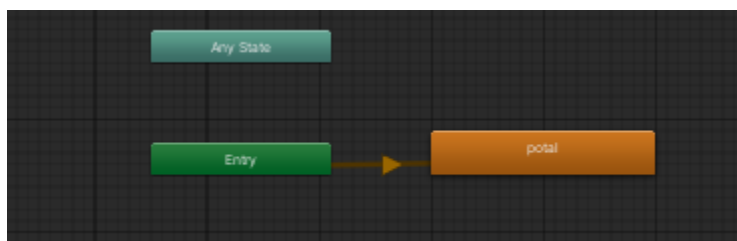
In my original plan I had planned that my portal moves around using

EulerAngles with its pos.z.

But in my new one I went with a simpler and easier way to save some time so I would be able to work on the other things.



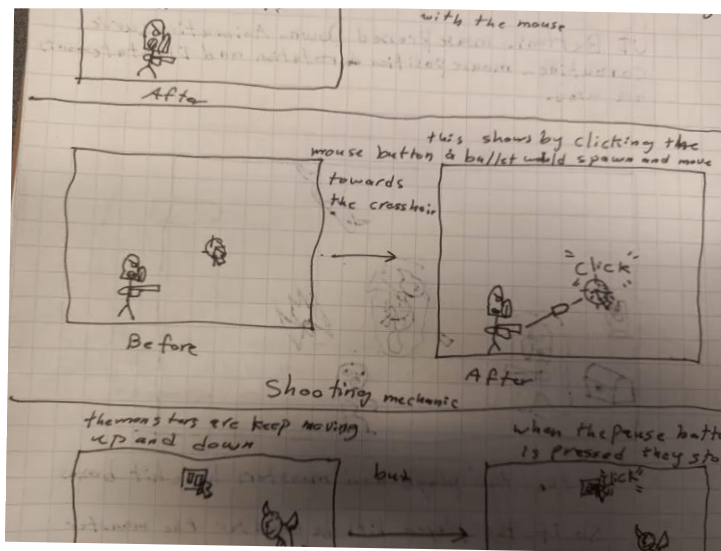
Original plan



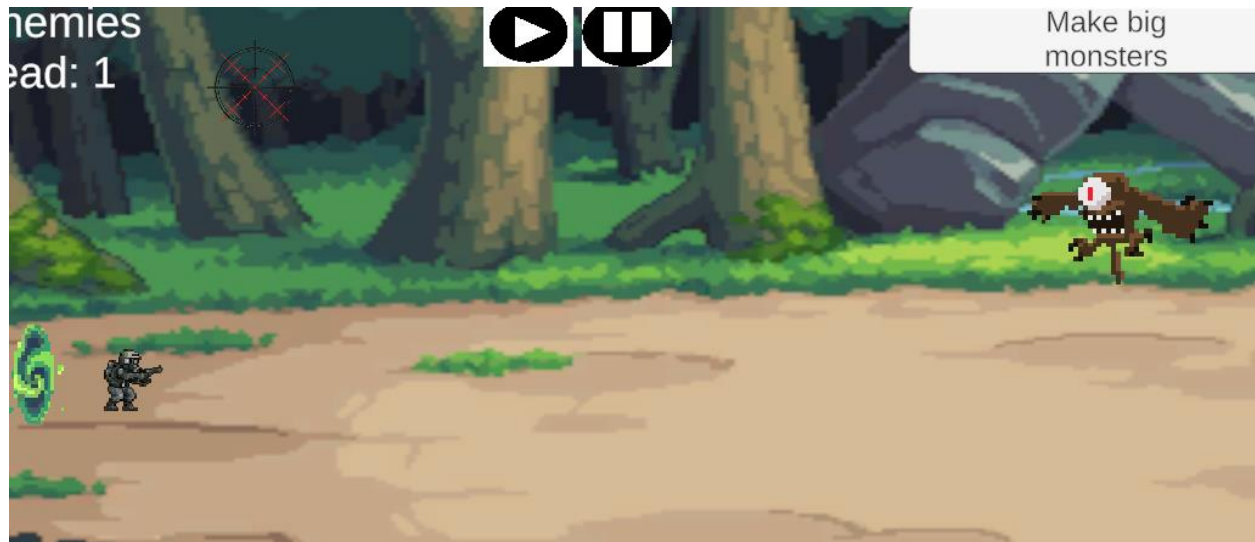
What I went with.

## 2. Bullet movement:

At first, I originally planned to make my bullets start from the gun and move towards where the mouse was pressed using `Input.MouseDown` but instead I decided to go with the bullets just spawning where the mouse is pressed like the previous one saving sometime so I can both catch up with some readings and be able to work on harder stuff.



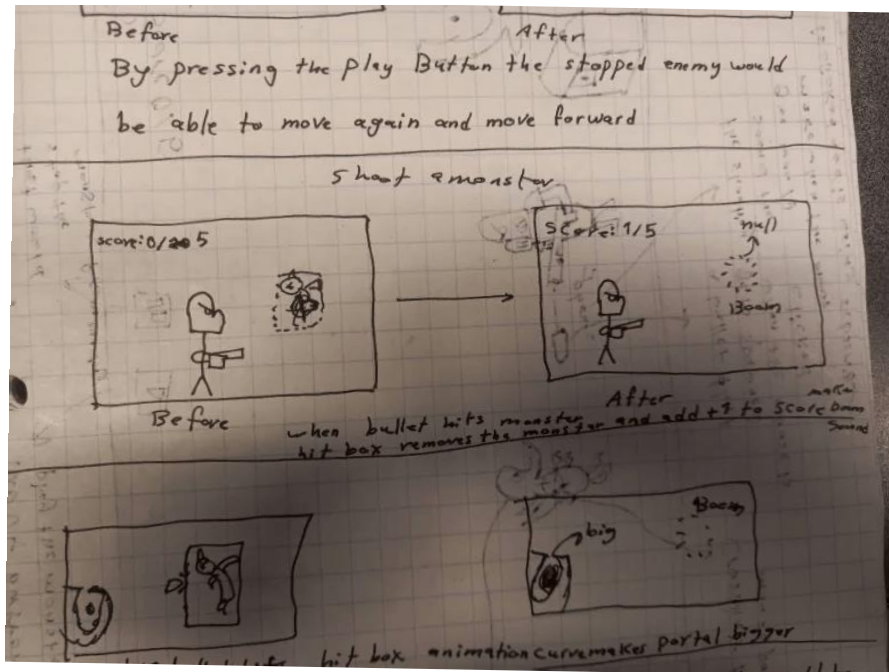
What I originally planned



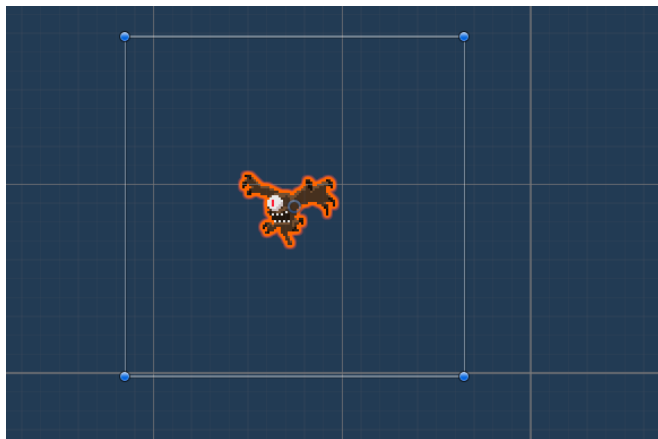
What I went with

### 3. HitBox:

For the hit boxes I originally planned to make 2 hitboxes, one for the bullets and 1 for the monster but at the end thanks to your advice I went with the surrounding area on them both instead of making hit boxes.



Original plan



What I went with

#### 4. MonsterSpawner:

The monster spawner I used everything that we talked about in class, but nothing worked for some reason, and it kept giving me red errors. When I

clicked on the error it showed me a line that was completely fine but after 30mins of looking around I found out it was a typeO issue.

Thankfully it wasn't that bad but still it was really challenging to find where the error was coming from because the actual line that had the error had no red line but the ones that were fine had red lines.