

Task 1: Limit camera vertical rotation (not less than 0, not more than 90 degrees).

```
// Code from CameraScript.cs

angV = Mathf.Clamp(angV, 0.0f, 90.0f);
```

Task 2: Horizontal movement with height adjustment.

Ensure height above ground (terrain surface) and limit to a maximum of 20 units in absolute coordinates.

```
// Code from CharacterScript.cs

if (terrainH < 20f)
{
    characterController.Move(currentSpeedFactor * Time.deltaTime * moveDirection);
}

else
{
    Vector3 newPosition = transform.position;

    float terrainHeight = Terrain.activeTerrain.SampleHeight(transform.position);

    newPosition.y = terrainHeight + 19.99f;

    transform.position = newPosition;
}
```

