Usage of provided assignment two assets:

- The offset from the pivot of the enemy to the start of its gun is the vector [-0.133, 1.2, 0.137]. This offset needs to be transformed by the rotation of the enemy for a bullet to appear in the correct position.
- Your final submission should be built on the **Week 7 Base Code.** While waiting for that code to be released, you could write your first person camera and implement basic logic (enemy movement, shooting – basically anything but collisions) in the Week 6 Base Code.
- In order to simplify your collision checks, this assignment will have **no outer wall**. We'll be providing fog in the Week 7 Base to disguise the horizon line (a slight change of plans from what was originally discussed in the week six lecture). We're not fussed if the player can escape the world – you can fix that in assignment 2b if you like.
- The spread of your game world is up to you. The provided ground plane is very large and should accommodate all use cases. That being said, don't feel the need to utilise the entire space – a compact, more chaotic game may be more enjoyable.
- Five varieties of enemy texture are provided (with different subtle gradients). You can pick whichever one(s) you like.
- The "gradient" textures will also apply cleanly to the ruby and ammo mesh.