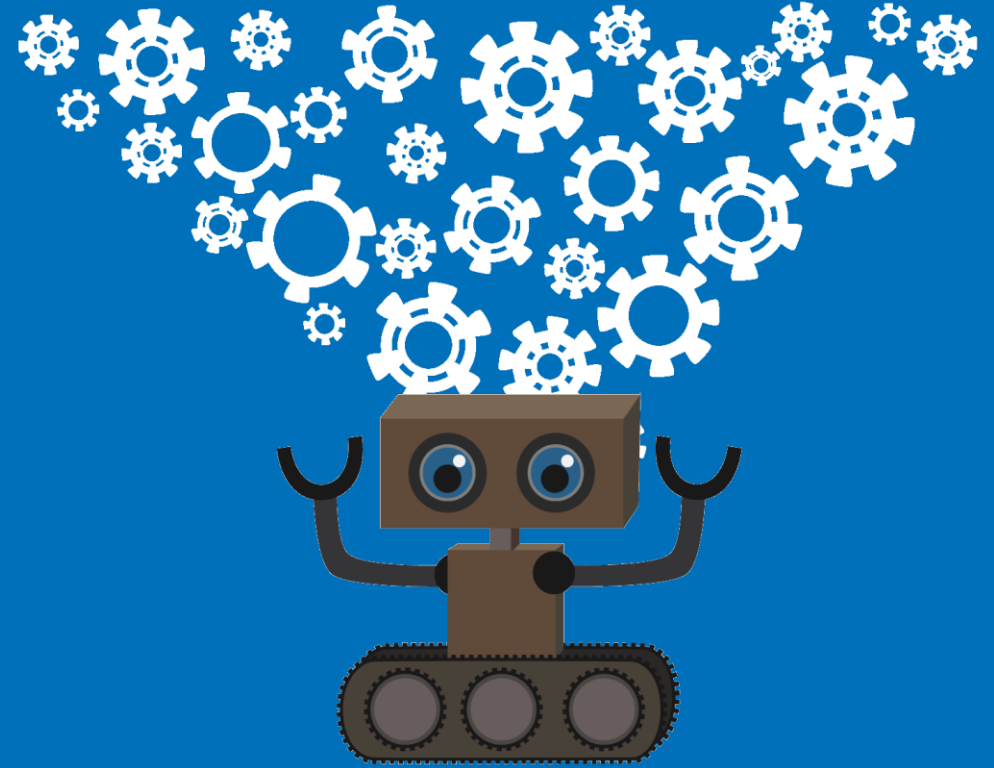


# Conclusion

**Daniel Buckley**

# Learning Goals

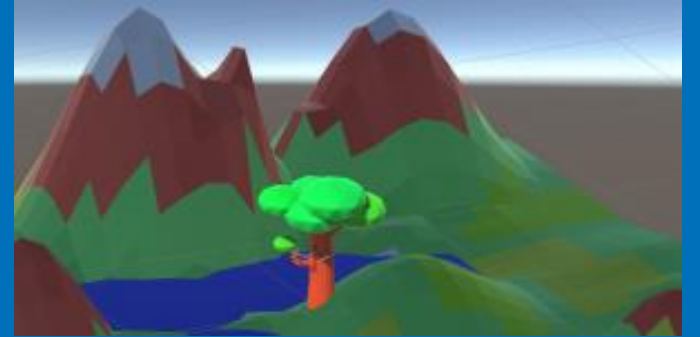
- Player controller
- Player state animations
- Creating math problems
- Object pooling
- Obstacles





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# Thanks for watching

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