

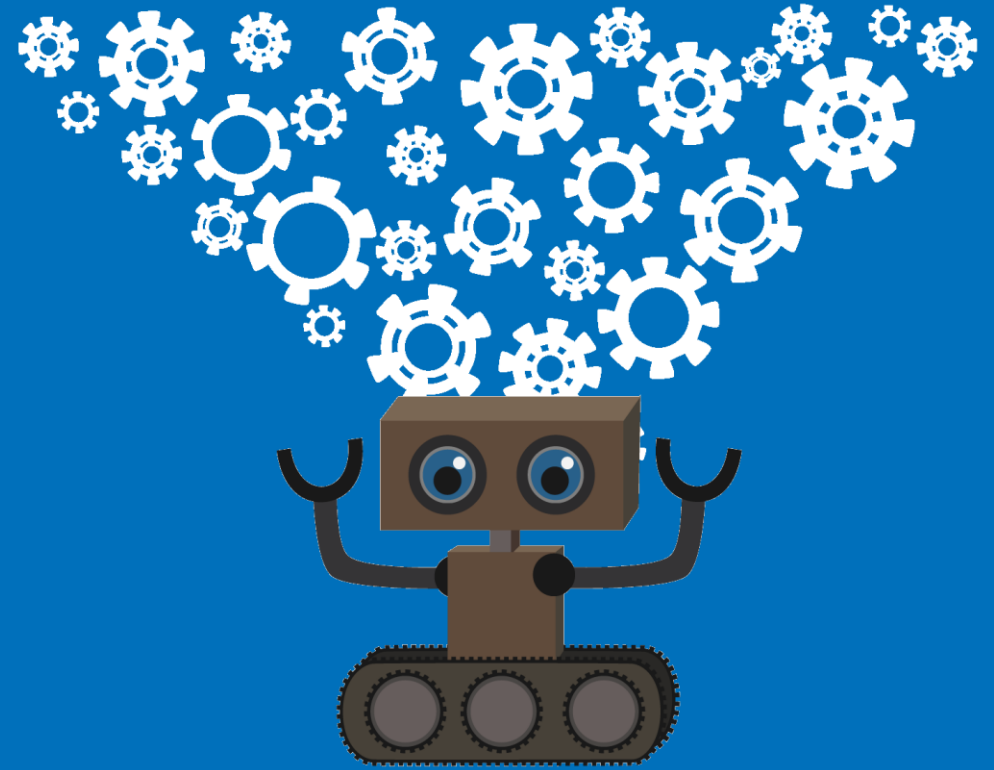
Introduction

Daniel Buckley



Learning Goals

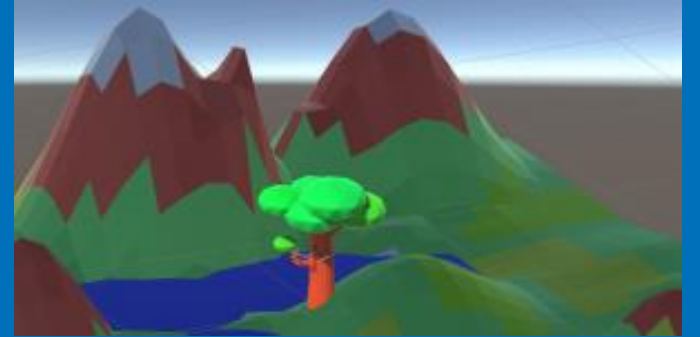
- Player controller
- Player state animations
- Creating math problems
- Object pooling
- Obstacles





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- Revisit lessons
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- Plan for success



Let's get started!

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