Damir Nabiullin - Unity HW 2

Task 1

a) —
b) [source code](#)
c) [source code](#)
d) [source code](#)

Task 2

[source code](#)

I decided to use script from the lecture. I have update it a little bit - all rotation speeds are properties that can be changed. Moreover, I applied it to the head of the bowling pin in my scene.

Task 3

[source code](#)

I decided to find some cool function. I found such formula of [Lemniscate of Bernoulli](#). I wrote a code that set up position according to this formula.

Task 4

[source code](#)

I created a function that gives current speed. If shift is pressed - return double speed, else default. I use this function at the start of Update function.