

Damir Nabiullin - Unity HW 3

[Prefabs](#)

Task 1

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

Task 2

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

Task 3

[source code](#)

[source code](#)

I created “RigidbodyShooter” script, “Player Fireball” prefab, and “PlayerFireball” script. “RigidbodyShooter” instantiate prefab and set up velocity. “Player Fireball” have rigidbody component with gravity on. “PlayerFireball” script checks that fireball touches the enemy and calls ReactToHit.

Task 4

[source code](#)

I update ‘Update’ method of “WanderingAI” script. I added rotation over the time. I calculate rotation speed. While Enemy in rotation state - rotation continue.