Rotation - Action

1. In the example where the character follows the mouse, add movement to the character so it chases the mouse (HINT: use vectors)

2. In the example where we have a character moving around the level using WASD, add a 3rd person camera using polar coordinates
   Algorithm

- Create a script and add it to the main camera
- Have 3 variables, distance(to be used on z axis), height(to be used on y axis) and angleX(rotation of the camera on x axis - looking down at the player)
- Step1: get the player rotation on y
- Step2: rotate the main camera with the same angle around its own axis
- Step3: calculate an offset position using the polar coordinates formula
- Step4: place the camera at an offset position from the player position

Any questions post them on Piazza so everyone can benefit.