Entry Task:

Date: \_\_\_\_9/25/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Line 3 II instead of the && for or,

Line 6 the f in fire should be capitalized,

Line 7 should be (x,y) not (y,Y),

Line 8 change the + to a \* between shootDir and bulletSpeed,

Line 9 the rigidbody should be 2D instead.

Date: \_\_\_\_9/26/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The Unity Personal plan remains free and there will be zero Runtime Fee for the games that are built on Unity Personal. The cap will be changing to 200,000 instead of 100,000 and they removed the requirement for the splash screen.

Date: \_\_\_\_9/27/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Line 2 It should be playerPosition – transform.position,

Line 4 Capitalize the N in Normalize,

Missing a 2D behind Rigidbody on line 5,

Missing a } after 5 line,

The V in vector3 needs to be capitalized on line 6.

Date: \_\_\_\_9/28/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

A1: Didn’t attach a rigidbody2D on the bullet.

A2: Could be a layer issue and the bullets are colliding with the enemy. Or you didn’t set the bullet to be a trigger.

Date: \_\_\_\_9/29/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The bullet could be shooting to fast so it launches past the player before he has time to get to the area of damage or location the player should be hit.