Entry Task:

Date: \_\_\_\_10/23/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

It could be a collider problem and the fix would be to use a composite collider.

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The code is used to find all the objects with the tag of enemy and adds them to a list which is checked and when the list gets to 0 it will load the level named level2.

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Line 1&3&7&8 has a misspelled animator,

Missing a } after the 3 line,

Line 5 is missing a ; at the end,

Line 5&6 need to capitalize the G in getAxisRaw.

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You need to put the enemy’s bullet on a different layer from the enemy’s layer in the project settings under the physics and check the boxes that overlap those two layers and uncheck it.

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If you don’t have the event system the buttons won’t work.