Entry Task:

Date: \_\_\_\_10/9/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

I was sick this day.

Date: \_\_\_\_10/10/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

You have to change the player in the inspector, so it’ll target it correctly.

Date: \_\_\_\_10/11/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

I was sick this day.

Date: \_\_\_\_10/12/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

The game I spend most of my time playing is a simple game and the reason I play it is because I find the tactically and stealth mechanics this game provides to be interesting but if you also wanted to go in very aggressive and guns blazing it could also work but makes things more difficult.

I think it’s important to find the intersection so you can make your game more playable and enjoyable while also not making it so hard the player never comes back and not simple to bore the player into regretting playing it.

Date: \_\_\_\_10/13/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

You forgot to add the Unity .gitignore or you didn’t get rid of the /.