Entry Task:

Date: \_\_\_\_10/2/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Line 1 missing “” around Horizontal,

Line 2 missing “” around Vertical,

Missing ! on the 3 line after the temp x and y,

Line 6 missing ) after Fire1),

Missing () after Rigidbody2D,

Didn’t Normalize.

Date: \_\_\_\_10/3/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Vector: (3,4)

Vector: (-1,10)

Vector: (7,29)

Vector: (49,32)

Date: \_\_\_\_10/4/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use random.range set (0, 100.0f) to use an float and scale the percentage to anything depending on how many enemies and attach to a If statement for when they died.

Date: \_\_\_\_10/5/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Decimal: Binary: Hexadecimal:

37 0010 0101 25

43 0010 1011 2B

180 1011 0100 B4

Date: \_\_\_\_10/6/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Decimal: Binary: Hexadecimal:

129 1000 0001 81

85 0101 0101 55

173 1010 1101 AD