Entry Task:

Date: \_\_\_\_11/6/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sick day

Date: \_\_\_\_11/7/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sick day

Date: \_\_\_\_11/8/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You can have an object that is set to not destroy and it’ll load the audio once and won’t destroy so it will just keep playing the audio.

Date: \_\_\_\_11/9/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Debug:

Missing 2D on line 1 after OnCollisionEnter and Collision,

Missing ; on line 5 after destroy (gameobject),

On line 5 lowercase Game in gameObject.

Date: \_\_\_\_11/10/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

No school