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 is remaining 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 they requirement for the splash screen.

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

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

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