Entry Task:

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

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

Date: \_\_\_\_10/24/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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.

Date: \_\_\_\_10/25/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_10/26/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_10/27/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_