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\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Line 1&3&7&8 has a misspelled animator,

Missing a } after the 3 line,

Line 5 is missing a ; at the end,

Line 5&6 need to capitalize the G in getAxisRaw.

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

You need to put the enemy’s bullet on a different layer from the enemy’s layer in the project settings under the physics and check the boxes that over lap those two layers and uncheck it.

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