Entry Task:

Date: \_\_\_\_9/11/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

Forgot to use time.deltaTime to normalize the rotation.

Date: \_\_\_\_9/12/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

The value for 60fps would be 0.01666,

Value for 15fps would be 0.0666,

Value for 10fps would be 0.1,

Value for 1fps would be 1,

Value for 20fps would be 0.05.

You won’t have any problems with collision using Rigidbody.

Date: \_\_\_\_9/13/2023\_\_\_\_\_\_\_\_\_\_\_\_\_

Tf3= f,

Tf4= t,

Tf5= t,

Tf6= t.

The reason this is important is so you can have a lot of interactable ways that are creative that could be repeated.

Date: \_\_\_\_9/14/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Depends on if you want the collider to make the enemy go through after it hits the player or you could have the collider have the enemy push the player around when touched.

Same with bullets you could have a bullet collide with a player and add a destroy code or a push feature that when hits they enemy boosts them back a bit.

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_