Entry Task:

Date: \_\_\_\_11/13/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You would have to get a gameObject to spawn when you click the left mouse and get it to push towards the cursor. Some problems you may run into are that the bullets get pushed in a random direction when they spawn. The way to fix this is to separate the objects from the same layers.

Date: \_\_\_\_11/14/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_11/15/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_11/16/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_11/17/2023\_\_\_\_\_\_\_\_\_\_\_\_\_\_