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.

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Reach the minimum requirements for the game making sure that it is also playable and can build. The core mechanics for the most part should be working. If possible try to work on it from home.

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Add to start() rb= GetComponent<Rigidbody2D>();

Horizontal and vertical aren’t capitalized

Change the addition sign to a \* before moveSpeed

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

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