Lab 5

Intermediate Game Design – CITA 312

Prof. Awedat

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9/29/24

**Video Implementation deviations**

1. No deviations
2. No deviations
3. No deviations
4. No deviations
5. No deviations
6. No deviations
7. No deviations

**Game Improvement**

1. Instead of transform.rotate() I used .addTorque() because it allowed me to tweak the angular drag as well as being generally better practice.

**Report**

What I learned

I learned how to use audio

How I implemented mechanics and issues faced

I made a re-direct momentum mechanic and it was pretty easy to implement, no comments