Lab 11

Intermediate Game Design – CITA 312

Prof. Awedat

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**Github link**

https://github.com/F-llFr-mGrace/312-Projects/tree/main/312%20W9D1

**How did Mathf.Clamp() help control player boundaries?**

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**Describe the impact of rotation settings on gameplay?**

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**What adjustments did you make during the tuning process?**

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