Lab 10

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?**

It constrained the movement between two float values.

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

Helped to give the ship a larger area to aim.

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

I made the camera further away and more zoomed in as well as pushing the camera up instead of directly behind the ship.