Challenge 1

In PlayerControllerX line 60

Vector3 awayFromPlayer = other.gameObject.transform.position - transform.position;

Challenge 2

In SpawnManagerX line 23

Change “Powerup” to “Enemy”

Challenge 3

Create script DestroyByTime and apply to powerup prefab

A screen shot of a computer program

Description automatically generated

Challenge 4

In SpawnManagerX

After line 26 add waveCount++;

Challenge 5

In EnemyX 🡪 Start()

Set PlayerGoal to GameObject.Find(“Player Goal”);

Set speed to 150 in unity editor

Challenge X

In PlayerControllerX 🡪 Update()

        if(Input.GetKeyDown(KeyCode.Space)){

            playerRb.AddForce(focalPoint.transform.forward \* boostSpeed);

        }

Challenge Y

Before spawning a new wave:

enemyPrefab.GetComponent<EnemyX>().speed+=20;