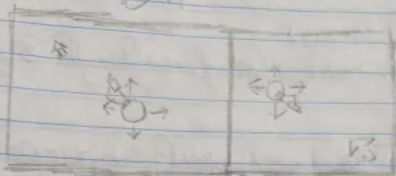


Movement



- Player rotates box with the mouse.
- Player moves up, down, left, right.
- movement X and Y is set to unity input.

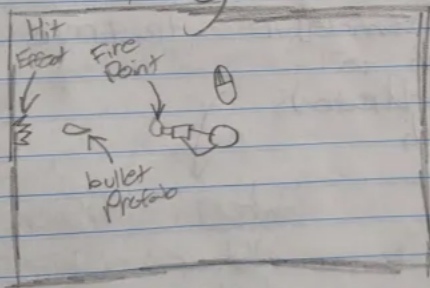
Get Mouse Position

Vector2 mousePos
Vector2 movement

movement.x = Input.GetAxisRaw("Horizontal");
movement.y = Input.GetAxisRaw("Vertical");
mousePos = cam.ScreenToWorldPoint(Input.mousePosition);
rb.MovePosition(rb.position + movement * movespeed);
Vector2 lookDirection = mousePos - rb.position;
float angle = Mathf.Atan2(lookDirection.y, lookDirection.x) * Mathf.Rad2Deg;
rb.rotation = angle;

Rotate towards mouse.

Shooting



- Player shoots bullet from point.
- Bullet travels till it collides.
- Place hit effect and destroy object on collision.
- Shoot again after delay.

Gun