Knife Hit

* Name of the game is Knife Hit.
* I chose this game because I thought this concept will be challenging to apply.
* One hurdle I face was to stick knife on the revolving target and it should keep revolving with the target. Another problem I faced was to destroy object if it hits the already stuck knife on the target.
* I did some research to overcome the issue.
* First issue was solved by turning the kinematics of the knife when it hits the target and making the target its parent so it revolves with the target. Also after collision stop the knife to move.
* Second issue was solved by changing the tag of knife that got stuck on the target. This strategy prevented the destruction of both knives.