**Learning journal**

**Screen to world point.**

Today I learned how to convert the position of the mouse (onscreen to the exact same position in-game). I created a new Vector3 which will be the set as the already existing Vector mousePosition. Then I used the Camera.main.ScreenToWorldPoint to get the accurate position of the mouse. After that I used the left mouse button to teleport my character.

**Teleport range**

I started by creating a circle and making it a child of my Player. After that I added a circle collider to the Player. I set the circles localScale to the colliders radius \* 2.

After that I used OnMouseOver(over the Players collider to set a bool to true. If the bool is true you can teleport.

I also added a OnMouseExit to set the bool to false.