Journal

20/10/20

When instantiating bullets in the scene they would start moving towards the right of the screen regardless of the player’s position.

Make the spawn location flip 180 degrees based on the direction of the player using transform.eulerAngles

20/10/20

Quaternion does not seem to work when used for quaternion.identity.

In order to use quaternion you need to used unity.mathematics.

02/11/20

When the bullet touches an enemy reference the object to access the script attached to it.

You can create a reference to an object on contact by using the Colider2D

“void OnTriggerEnter2D(Collider2D hitinfo) “