BORDERS TASK:

1. Create properties (getters) in GameData to obtain the viewport’s XMin, XMax, YMin, YMax
2. Create 2 prefabs: VerticalWall, HorizWall with colliders that span the vertical side and the horizontal side respectively.
3. Create a script called : SetupScene.cs which spawns 4 trigger colliders, 2 from verticalwall prefab and 2 from horizWall prefab, at each side of the viewport.
4. Add SetupScene.cs to an empty GameObject called GameManager.

OBJECT POOLING:

1. Create an object pool to store 50 inactive smallbullets and another to store 50 inactive largebullets.

Create a class called ObjectPool.cs and in it copy and paste the code to create the object pool and the method to Get a pooled object.

1. Rather than instantiating bullets, modify your RotatingCannon class to **activate** bullets from the pool.
2. When the bullets leave the screen, the bullets should be deactivated rather than destroyed.