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.