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CIS 497

Assignment 6 Reflection

1. The player class inherits certain variables from the "character" class
2. Trigger
 - a. It made sure that all objects that had triggers implemented an OnTriggerEnter(Collider other) method.
3. I am honestly a little lost by what you mean by supertype so i'll have to ask about it during class.
4. Using the load level methods that are inside of the game manager class.
5. I did but thinking back on it now i'm pretty sure there is a way to reference it without having to directly add it. That sounds familiar from the walkthrough video.