**Week 4 Writeup**

For this week’s homework, I added upon last week’s assignment and made a pizza shooter! Patrick now shoots pizza! I mostly followed along with this (<https://www.youtube.com/watch?v=oLKBw6s0_yc&ab_channel=Antarsoft>) platform shooting tutorial. I also fixed some issues from last time, including the z rotation, jumping, and the camera position. However, since this tutorial was relatively old, I did struggle a bit with getting everything to work.

So, I did use AI as my help line to figure out what went wrong, and thankfully, its changes helped fix everything. When I couldn’t get the shooting and enemy collision to work, it thankfully walked me through how to fix it and I was able to piece things together. When my pizza shooter wasn’t working, I did ask it what to do, but I also sat with what was wrong and figured it out, too. Basically, I had a prefab in the scene that would shoot upon start, and when that pizza collided with an enemy it would disappear. Since this pizza was the prefab assigned to the shooting script it would have nothing to go off of. So I instead deleted the placeholder pizza, and added a pizza directly from my prefabs and it works perfectly! Overall, it helped smooth things over and gave me the space to tackle my creative problems and see where I messed up on my own, too!!