Instructor Quiz 2

make copy of impulse.io

make the stage(easy) done in 5 min

make stage walls as dying points (easy) done in 20 min

make player move with forces (easy)done in 10 min

put enemies in enemy layer and disable their own physics (easy) done in 10 min

use waypoints to get enemies to follow a path (doable) was delayed since i got into mouse but was finished 5 pm 16 sept friday

find a mouse targeting system(doable) took 5 hours plus since i tried one youtube method , failed and then tried a 2nd

have the force spawn only on the front of the player (hard) is done partiallly since i dont want to use projectile but raw force

use Nav Mesh

use force push