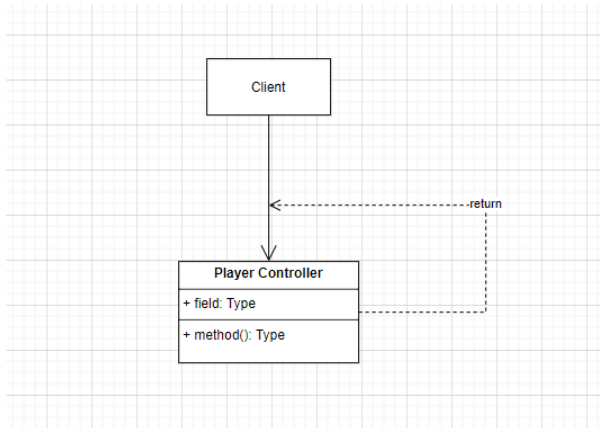


Part 1: I've used simple primitives to imitate the layout of the screen, excluding the UI elements for time.

Part 2: A use for singleton in this situation with the Jaws game would be an input manager, or in other words, a player controller. It takes the inputs from the player and turns them into movements within the game.



The player controller tracks vertical and horizontal input and moves at the set pace, returning the inputs to the client

```
3 using UnityEngine;
4
5 public class PlayerController : MonoBehaviour
6 {
7     public float moveSpeed = 5f;
8     private Rigidbody2D rigidBody;
9     private Vector2 movement;
10
11     private void Start()
12     {
13         rigidBody = GetComponent<Rigidbody2D>();
14     }
15
16     private void Update()
17     {
18         float horizontal = Input.GetAxisRaw("Horizontal");
19         float vertical = Input.GetAxisRaw("Vertical");
20
21         movement = new Vector2(horizontal, vertical);
22     }
23
24     private void FixedUpdate()
25     {
26         rigidBody.MovePosition(rigidBody.position + movement * moveSpeed * Time.fixedDeltaTime);
27     }
28 }
29
```