**Gameplay Mod Reflection**

What a relaxing and fun assignment! I would say that I didn’t have a whole lot of trouble getting this completed to satisfaction. There were a few issues here and there though. For starters, this was a first type creating a homing shot of sorts. Getting to work was difficult since the shot would either not move or be rotated in 3D space. Even when I had a method that works, the shot became almost impossible to dodge. I went around the internet looking for a solution, and I did find one using Rigidbody.Velocity, which I usually avoid using but felt necessary here. Aside from that, there a bunch of smaller issues, like trying to limit shots. That was little bit of a task, since the reset function wouldn’t work properly, and solutions online had outdated syntex. In the end, I just needed to make a coroutine in Awake(). I also found myself recycling a bunch of code from previous assignments, since I had them available and was willing to use them. Overall, this was an easy and fun assignment. I found myself enjoying this assignment much more than the previous one.