Well to start off, I’d like to say I think I bit off more than I could chew. Basically wanted a full featured game which then obviously took waaaay too long. The game began to feel cursed with all the bugs I’d run into while trying to add features, eventually was just forced to settle. I wanted to create a megaman clone, which I did partially succeed in doing. I made enemies that will chase the player, and I made enemies that can shoot the player. Found it very difficult to get all the colliders working properly. It always feels so difficult to get all the colliders working 100 percent properly in Unity. I learned a lot in this project specifically however which I really liked. I feel so much more comfortable within the Unity editor now. I will not likely use the movetowards function again because I believe it did pose a problem within my game. In the editor in small window mode, playing the game it works exactly as intended, however when the game is maximized or played in the final version my enemy zombies are basically able to fly. This seems like a really bad bug that the Unity developers should really fix. Things should not work that much differently just between screen sizes.