**Assignment 1**

**Part 1-Due Week 2**

**PositionPrefabAtRelativePosition**-   
After looking at the explanation, I was confused about what to do. However, later, I looked at the cs file, played the game, and realized what to do along with the help of comments. Need to use the update function to set the o key as input. Should I remove the summary? Not sure. Will leave it in. Got an error already. Can’t solve it. Updating editor solved. Took 5 hours to solve this. First time using Visual Studio 2022. Cool design, everything looks in bold for some reason, however. What do you actually use for prefab? Used bomb for testing purposes. Bomb spawning on player sprite too. Either transform.right/forward. Forward works better. Should I normalize it as the bomb just spawns at the same position? Not now. Working.

**GetVector to Enemy, GetDistanceToEnemy-**Looked at the class lecture to find magnitude using Mathf. Commented a line cause not sure if I have to remove it. Attached script to the player object. Nothing happens… Damnit. Realised that I was not displaying it anywhere. Should I use UI? Seemed like too much. Remembered debug.log. Nice, not too much work. Implemented. Still not working. Forgot to change the method called when pressing keys. Still nothing. WHAT… Spend two hours looking at the code. No errors. Ask ChatGPT. Says the code looks good. Asks to check different settings. Logs in console filter is turned off. Whyyyyyyyyyyy. Working.

**SpawnBombs-**

Forgot to version control. Damn. Start from now. The whole process broke everything multiple times. Back to working now. Need to change preferences to VS 2022. Used to arrays in Python. Check syntax in c#. Pretty similar. Implement the code. Spam R and B to create a perfect circle of bombs. You can rotate the player using mouse. Damn… Not sure to destroy after a set amount of time. Will leave it as it is for now. GitHub didn’t work. Closing unity and then pushing worked. Why? Working.

Do I need to add the git file or just the project folder?