

I want to make a tower defence game to break it down. There are enemies that spawn on a track and have to get to a point to damage a character and they have to place or shoot a turret to stop the enemies from getting there. First I'm starting on making the track. I used path 2D to make it and with the help of Michael the enemy can follow it. Next I'm going to make the gun follow the cursor. I was able to make it follow the cursor but with a little trouble at first I got it to somewhat look at the cursor then I was able to get it to follow the cursor with the lookat code. Next I want to make the bullet shoot towards the cursor. After some time I found I could use a Rigidbody2D and basically spawn it at a speed so that it would go flying and I could also add a bullet drop to it since it is affected by gravity. After I got the teacher helped me get the enemy health done and I need to make the enemies spawn now. After looking at the video I was able to make them spawn then I did the castle health and was able to make it lose health and make a loose condition but i wasn't able to make a win condition I was trying for hours to get something working to make it stop spawning after a certain amount let the last be destroyed then the win screen would come up but I couldn't figure it out before the deadline.