Space Invaders

**Task 2 – P1.2**

***Explain how different screen sizes are catered for using the Unity game engine, with reference to the ScreenToWorldPoint function.***

The ScreenToWorldPoint function helps developers and programmers to create games for any sort of device from a PC or a game console to a hand held device. How is this possible? It is because the default screen setup of Unity is that at the bottom left corner the co-ordinate is 0, 0. Using the ScreenToWorldPoint, the developers can input their appropriate variables and needs for the game and then Unity will calculate how it should be Built and Exported depending on the devices.

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