

Vectors - Action

- Implement a boundary around the player, let's say 800x800 so the ball will bounce back when hits the boundary. Don't use colliders (HINT: define boundary in code, and check the entity doesn't cross it)
- Implement Acceleration - Affects velocity - velocity's rate of change (HINT: use the same principle as we did with the velocity and entity position).
- Implement W, A, S, D button combination to move the player about. You should only act on the acceleration, velocity and position of the entity should be hidden from the user.