

Challenge 2 - Hints and Tips

- Remember that the resolution should be fixed to 1920x1080.
- Think in terms of keeping your individual classes relatively small and making code that could work for multiple different objects—such as the screen wrapping behavior—into a single component script that can be attached to all those different objects.
- The UnityEngine Attributes (such as [RequireComponent()], [Header()], [ToolTip()], etc.) are extremely helpful. Find them at the [Unity Scripting Reference](https://docs.unity3d.com/2017.4/Documentation/ScriptReference/) - <https://docs.unity3d.com/2017.4/Documentation/ScriptReference/> - by looking in the table of contents at the left under UnityEngine > Attributes.
- For the screen wrapping, consider using a trigger Collider to represent the on-screen area and wrapping when a GameObject exits that trigger.
- Like all the challenges, there's no single right way to do this. We're just trying to make sure you've had recent experience with the kinds of material that will be on the test.