**FireByte Games Case Study**

**1. Estimated Time**

Estimated research time: 2 hours for collision prediction.

Estimated the time for the project:1 day.

**2. Instructions For Game Designer**

I created the objects using Probuilder. Handle1, Handle2 RLS and YLS materials are in HDR/lit and use the High Definition RP package. Yellow and Red materials are in HDRP/Unlit structure.

**3. Method/Component/Etc**

I called the Simulate class in the RLSHitCheck and YLSHitCheck classes and processed the simulateBool in it, which I defined as public, so that in case of collision it would return false and stop the running code. I used the High Definition RP package to emit, so I got a closer look to the lightsaber.