**Game**: Knife Hit

**Reason**:

I chose this task because I haven’t worked with rotation system in Unity before, so it was very challenging as well as helpful for me to try this.

**Hurdles**:  
Rotatory motion of ball

Fix: I’ve spent a lot of time trying to implement this module but at last I searched about it on stack overflow from there I got the basic idea about methods to Implement the core functionality.

Spawning knives:

I’ve modified the logic of random obstacle spawning from previous task accordingly and it worked well .

**Incomplete Requirements:**

User Interface is still work in progress and hopefully ill continue to work on it .