Bug Fixes

* Coming Soon

Modifications

* Noticed an inconsistency when the instructor defined two public variables Rigid Body 2D for tank base and Transform for Turret Parent. The inconsistency is that he assigned Transform in the inspector but Get Component in Awake for Rigid Body 2D. The solution for this is use [SerializeField] for both and assign both in the Awake if not assigned in the inspector using if is equal to null.

New Features

* Introduce a power up which on taken, the player tanks shoots bullets with less reload delay and try to allocate the respective data scriptable object dynamically by taking all the available scriptable objects in an array or list.