Sunny Valley Studio Tutorials

Top-Down Tanks Game

Things I Learned

* 2D Tile Map.
* I now learned how to create and use Unity Events.
* Instructor used Mathf.Atan2 to calculate desired angle and there is also Mathf.Atan function available so need to figure out why used the Atan2.
* Input.GetAxis Gets a range of values between -1 and 1 and it is based on sensitivity which is why when we press W or A or S or D, the tank moves in that direction but keeps on moving and the solution for this is using Input.GetAxisRaw instead as that only gets values -1 and 1 which will make the tank stop as soon as we let go of the buttons.
* Very useful Collision Action Matrix of Documentation.
* Object Pool Design Pattern through Queue Data Structure.
* Separation of data from behaviours using Scriptable Objects
* Physics2D Settings Unchecking Queries Start in Colliders to disable detecting itself.
* Usage of internal keyword.