Challenge	Task	Hint
1 The player can't control the balloon	The balloon should float up as the player presses spacebar	There is a "NullReferenceExcepton" error on the player's rigidBody variable – it has to be assigned in Start() using the *GetComponent<>* method
2 The background only moves when the game is over	The background should move at start, then *stop* when the game is over	In MoveLeftX.cs, the objects should only Translate to the left if the game is *NOT* over
3 No objects are being spawned	Make bombs or money objects spawn every few seconds	There is an error message saying, "Trying to Invoke method: SpawnManagerX.*PrawnsObject* couldn't be called" – spelling matters
4 Fireworks appear to the side of the balloon	Make the fireworks display at the balloon's position	The fireworks particle is a child object of the Player – but its location still has to be set at the same location
5 The background is not repeating properly	Make the background repeat seamlessly	The *repeatWidth* variable should be half of the background's *width*, not half of its *height*

Bonus Challenge	Task	Hint
X The balloon can float way too high	Prevent the player from floating their balloon too high	Add a boolean to check if the balloon *isLowEnough*, then only allow the player to add upwards force if that boolean is true
Y The balloon can drop below the ground	Make the balloon appear to bounce off of the ground, preventing it from leaving the bottom of the screen. There should be a sound effect when this happens, too!	Figure out a way to test if the balloon collides with the ground object, then add an impulse force upward if it does