

## Project 2 Figure it Out Yourself

For project 2 I decided to implement a start screen and game over screen and switching scenes using buttons. I also used rotation and side to side movement. At first the side to side movement wasn't working because it would use its real position rather than the parent's position. I fixed it by using local position which changes the position based on its parents' position.

Links: <https://docs.unity3d.com/ScriptReference/Transform-localPosition.html>