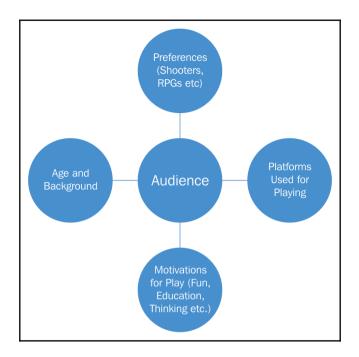
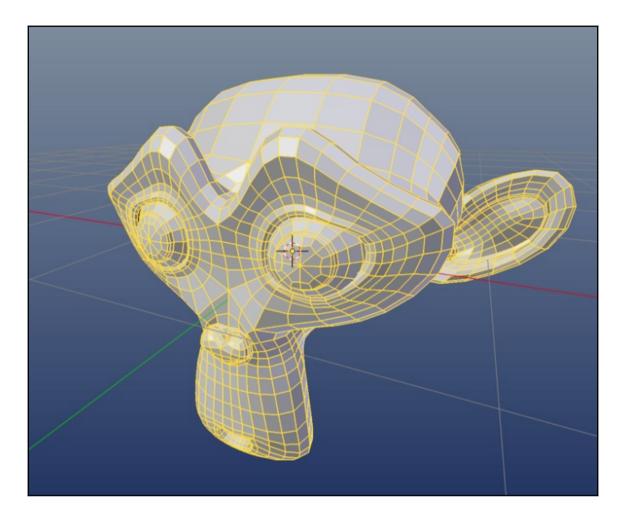
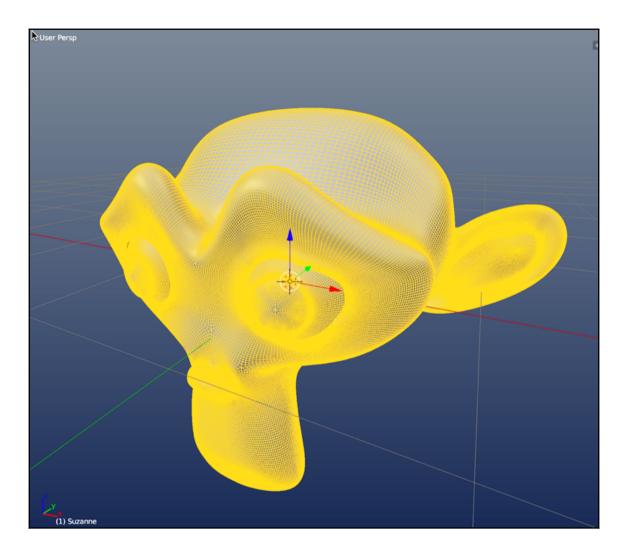
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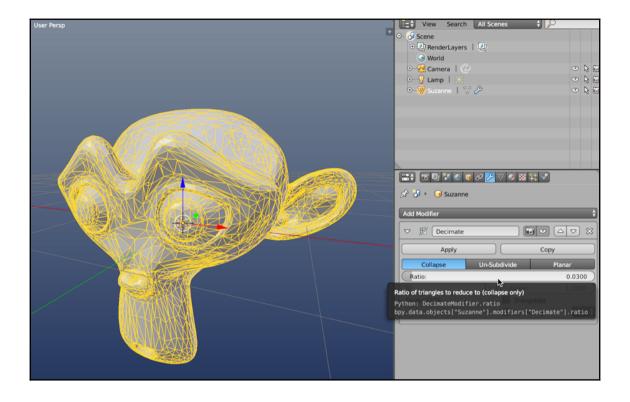


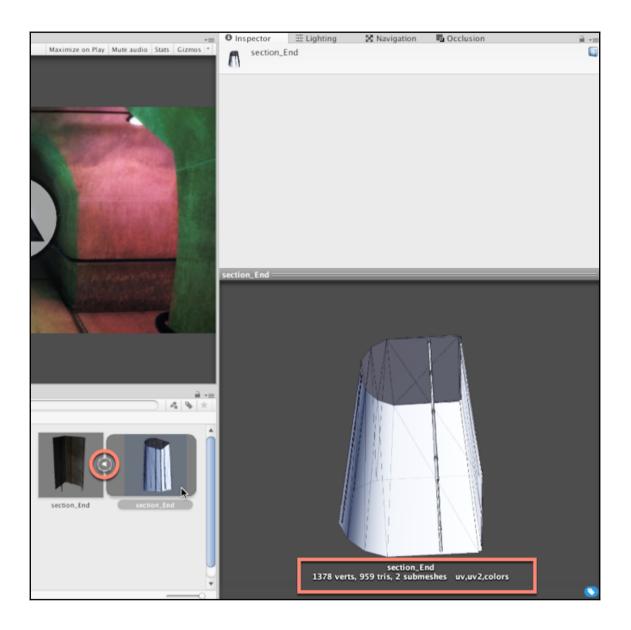


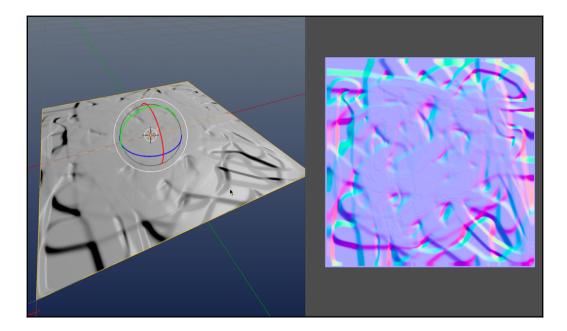






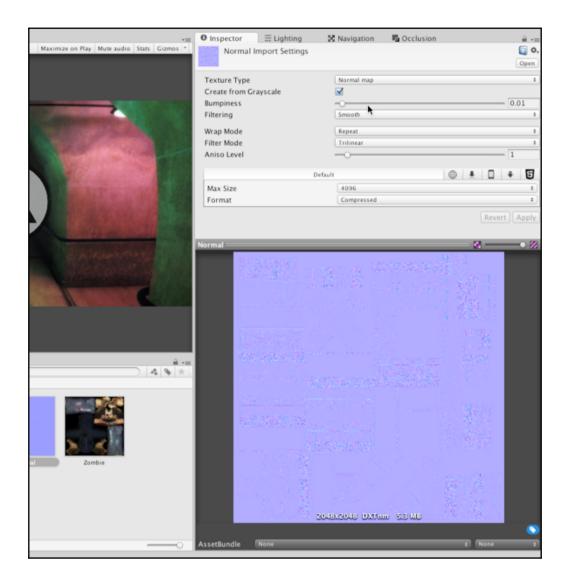


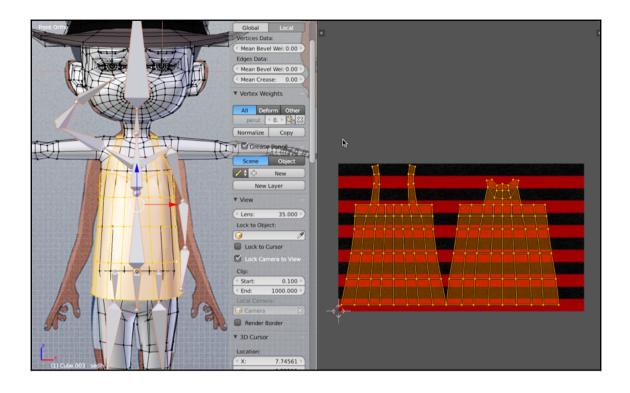


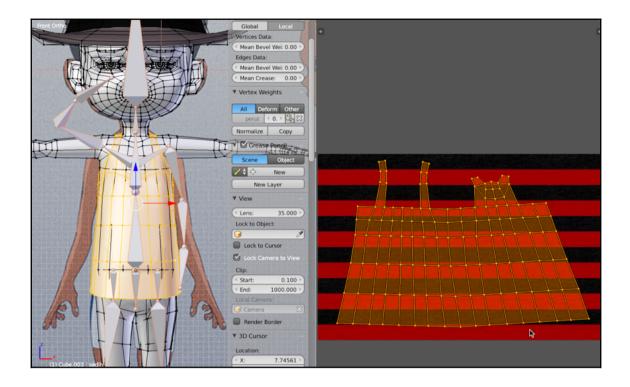


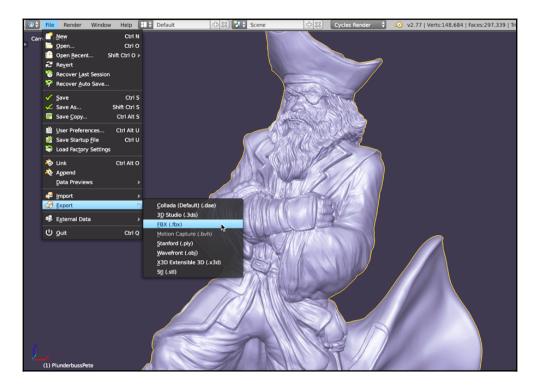
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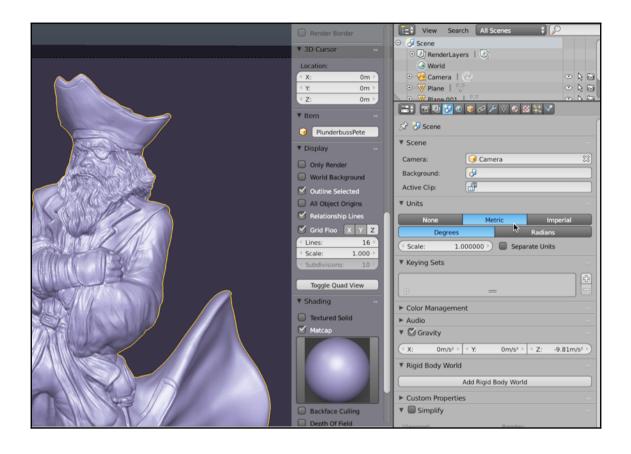
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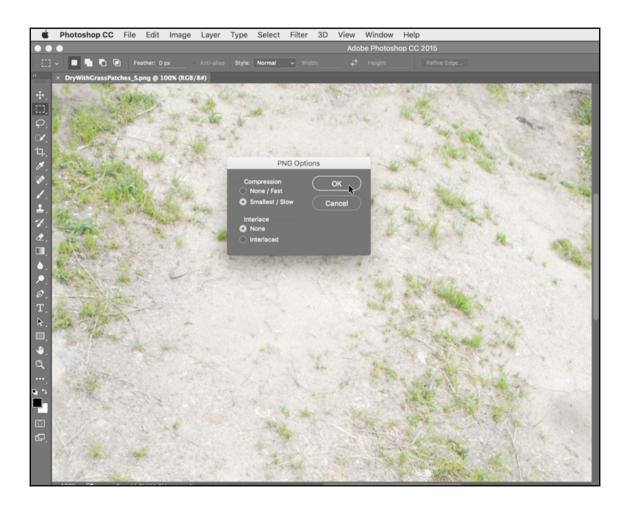


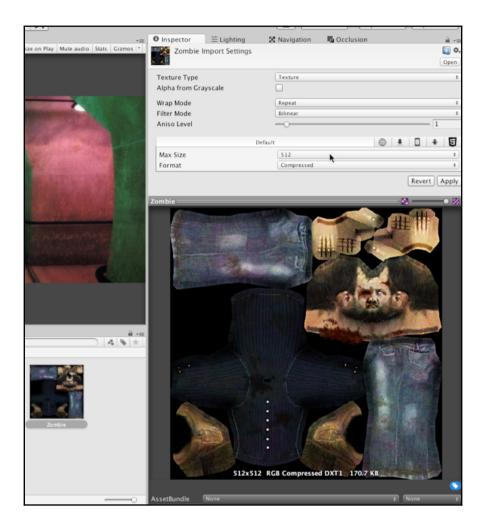




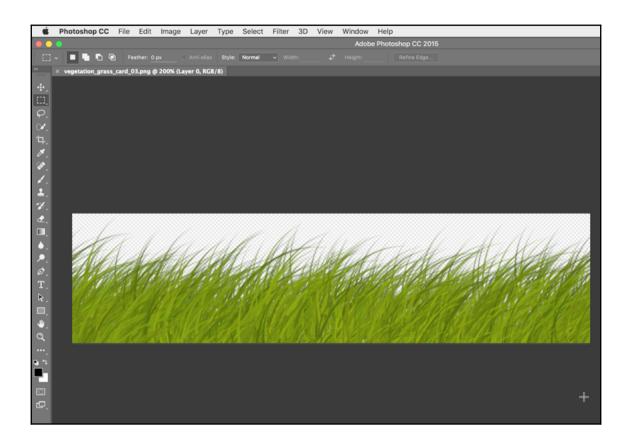




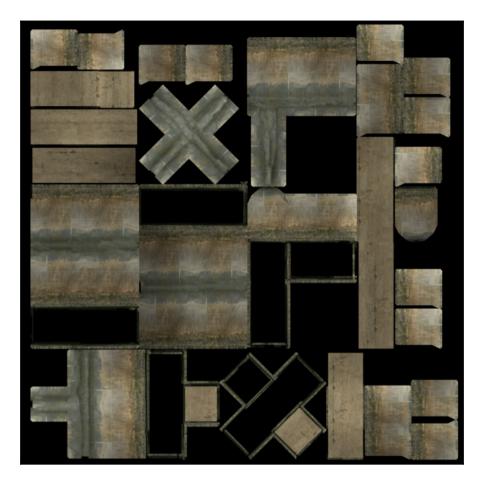


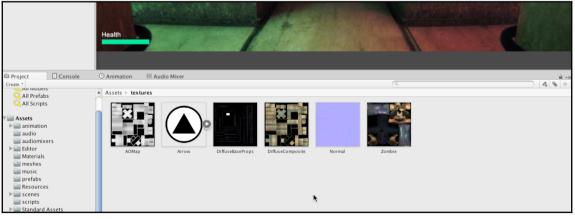


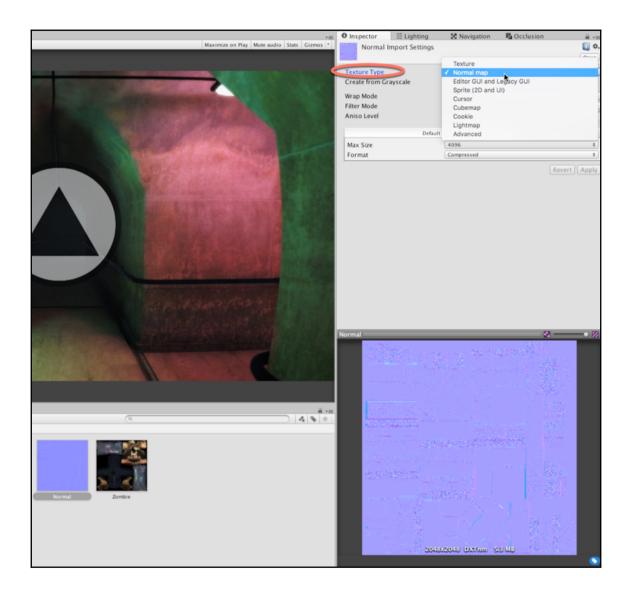
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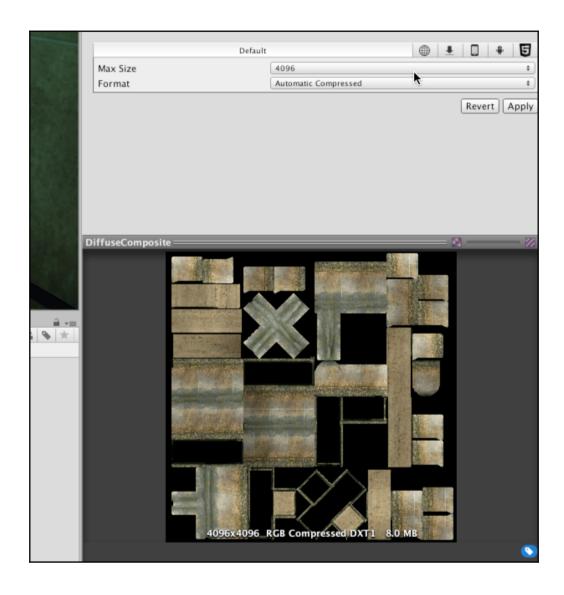


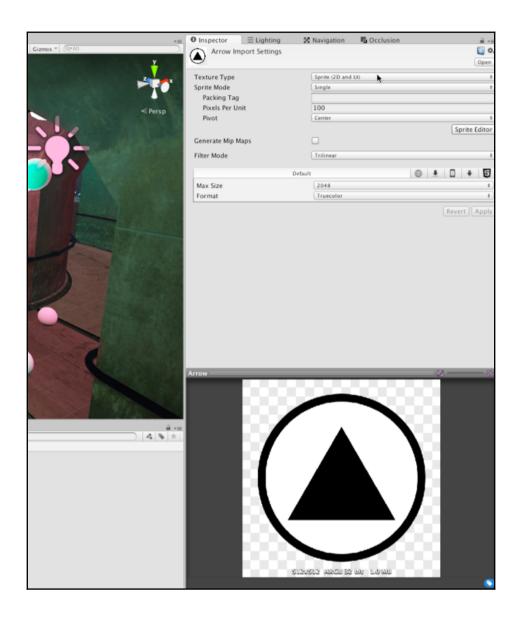




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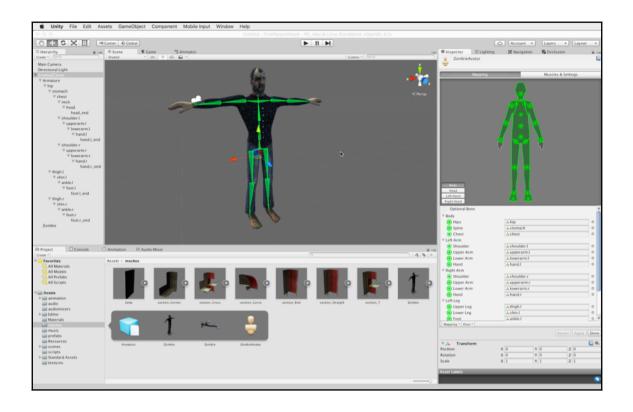
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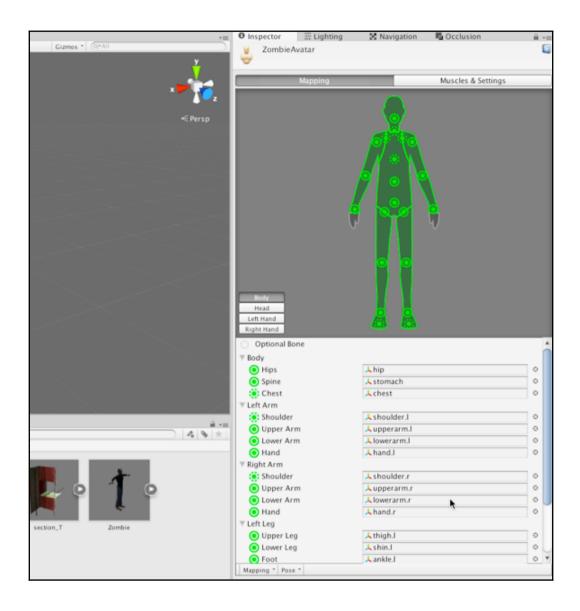
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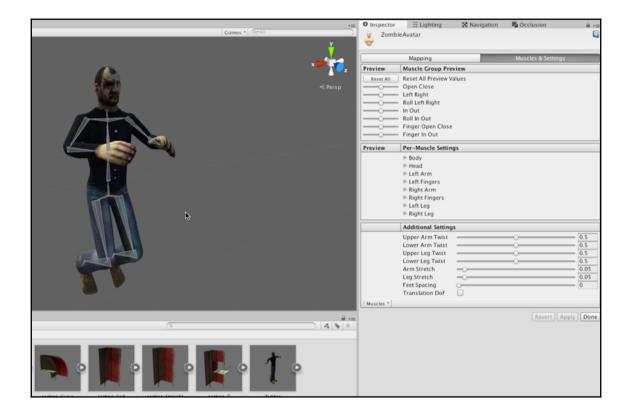
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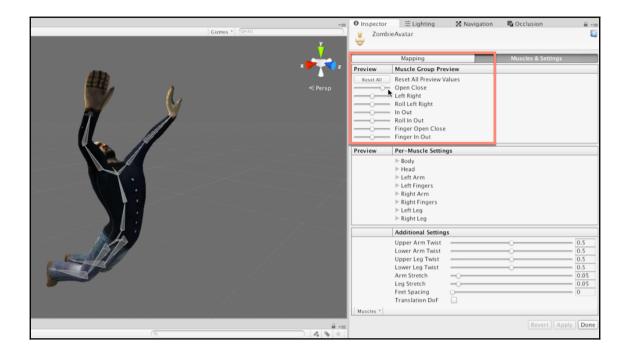
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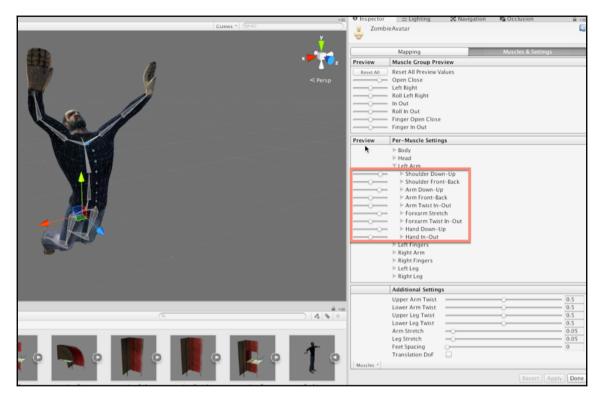
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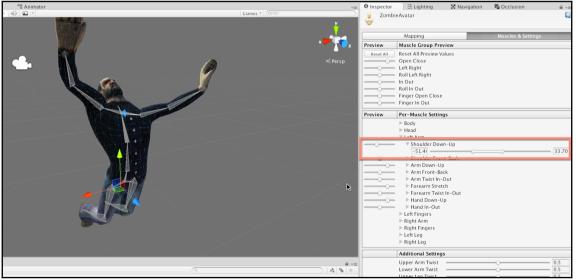










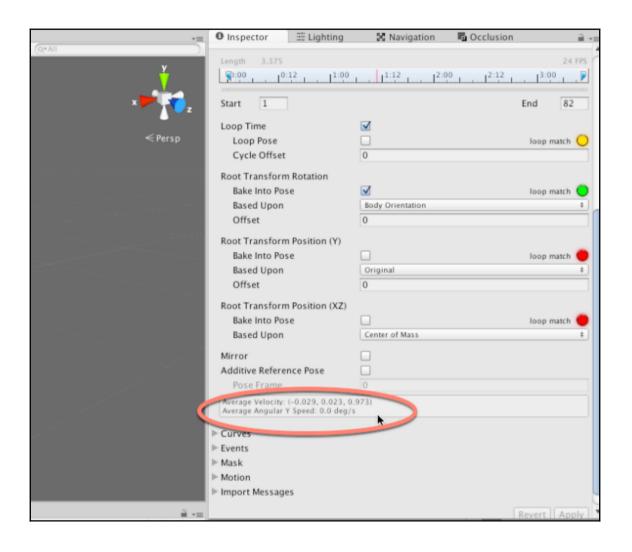


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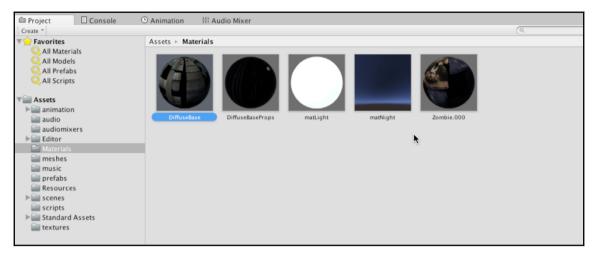
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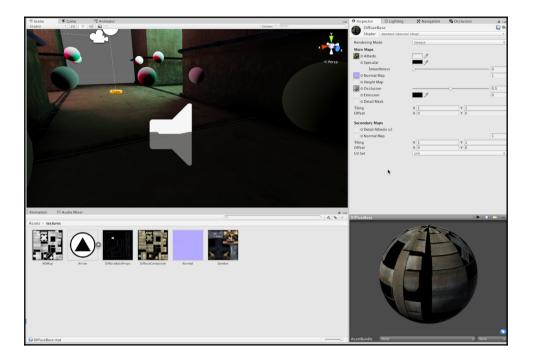
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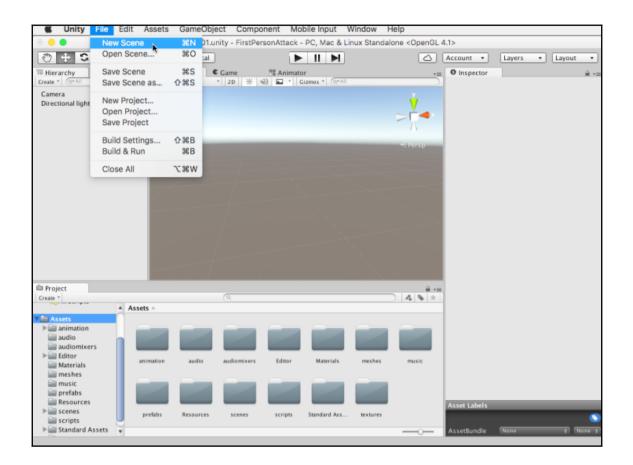
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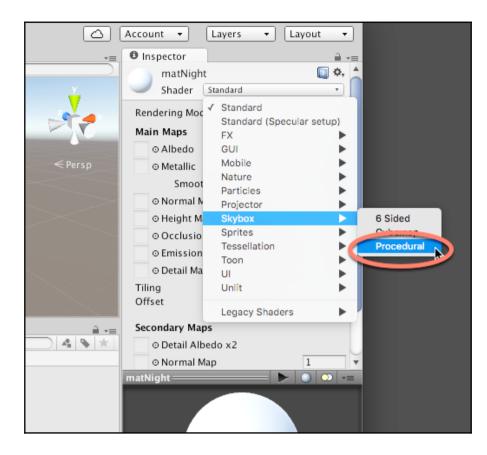
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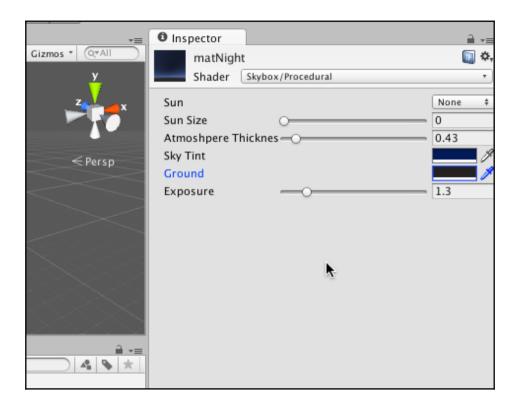


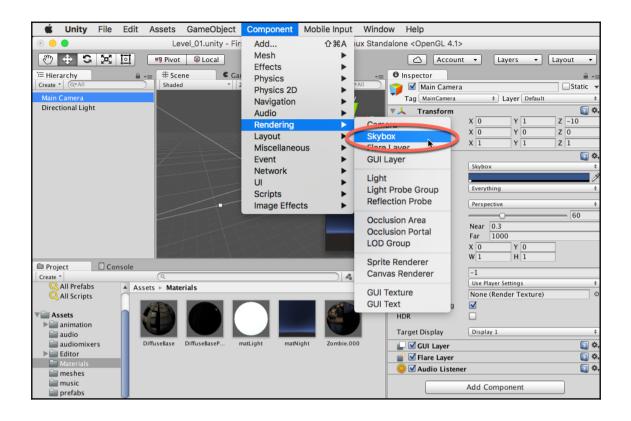
## Level Design and Structure



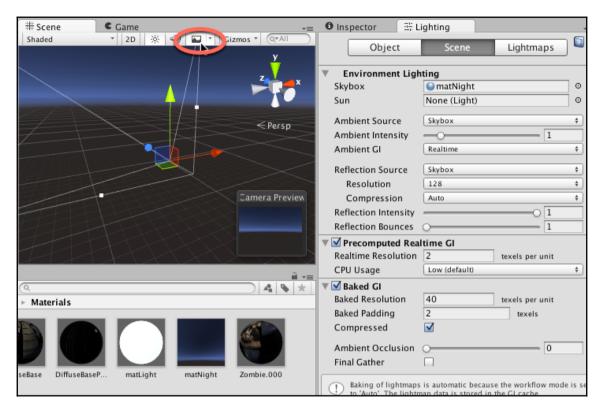
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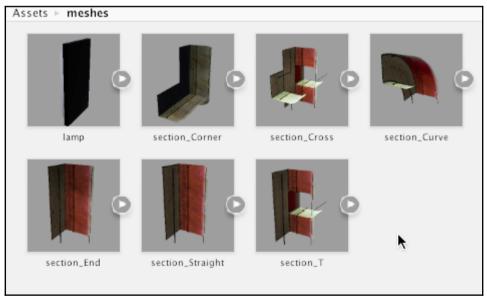


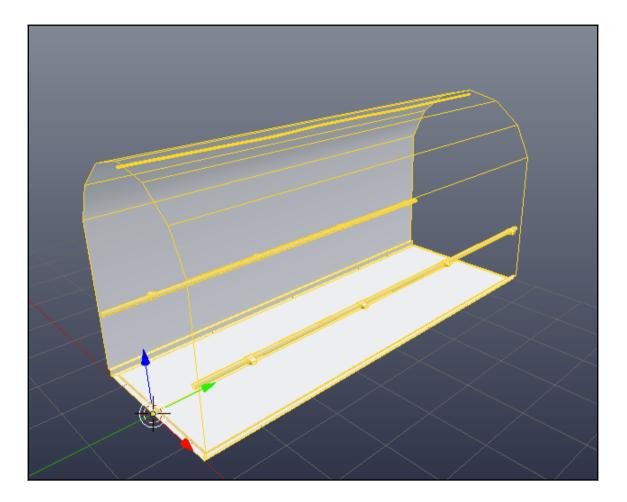


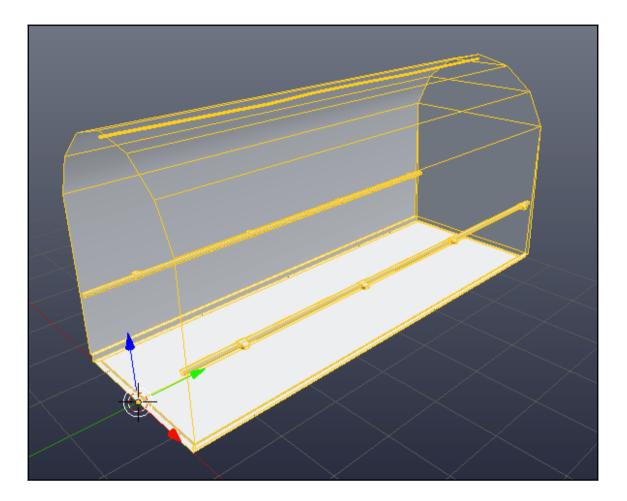


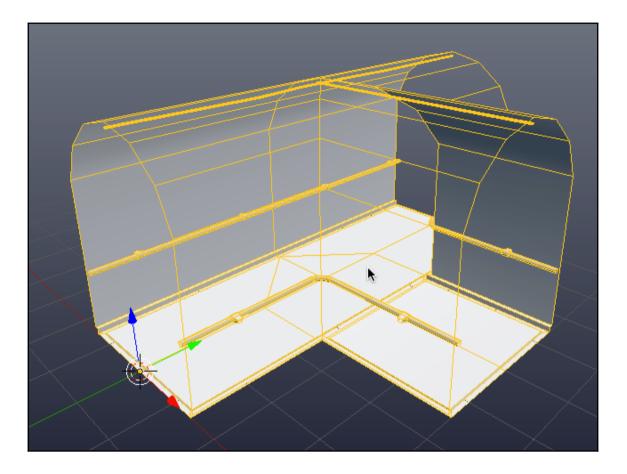
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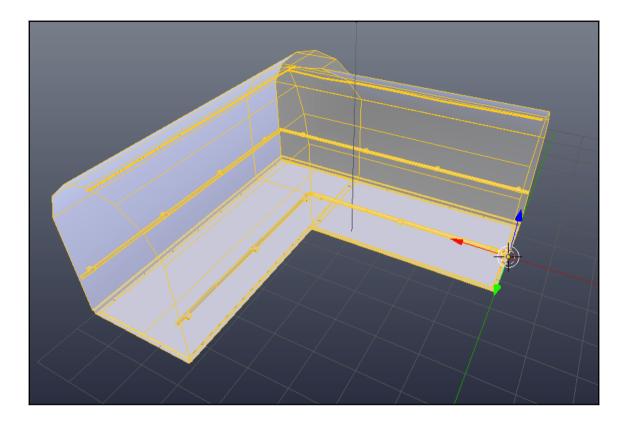


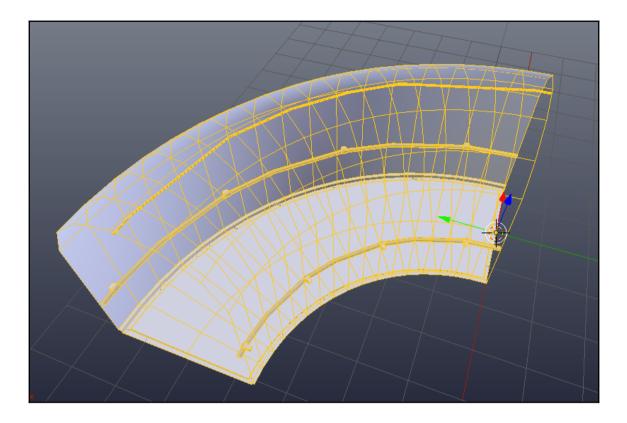


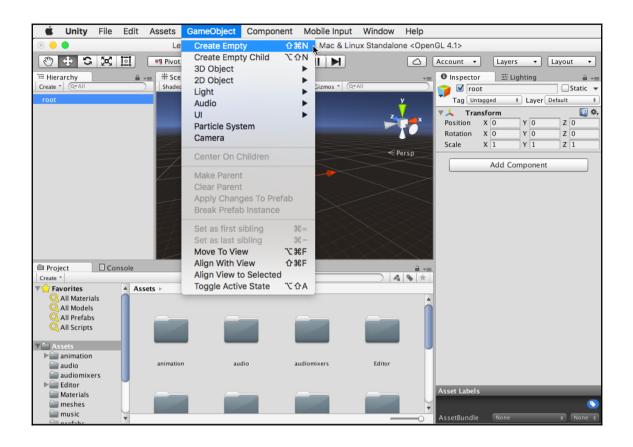


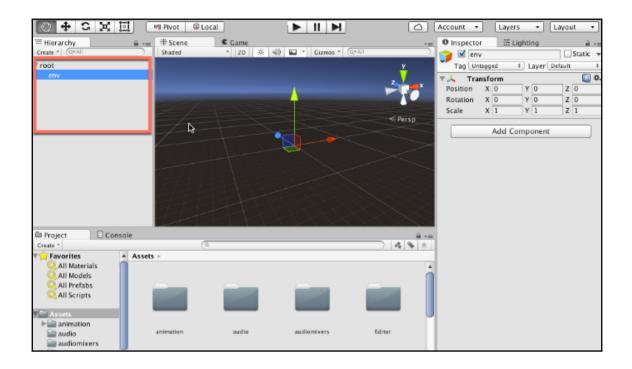


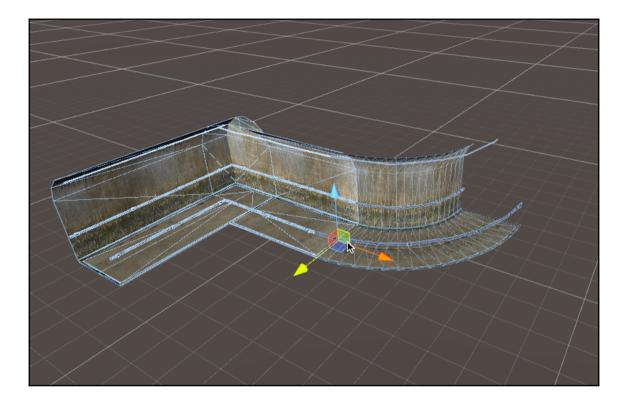


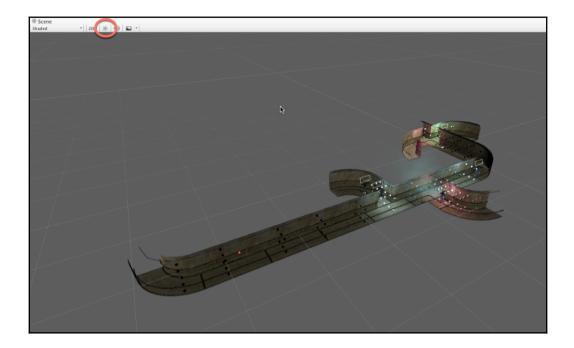


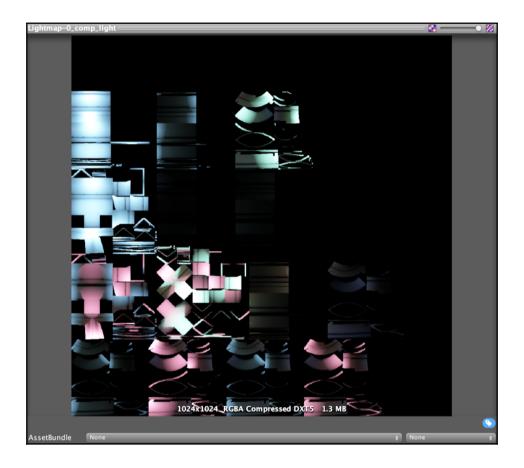








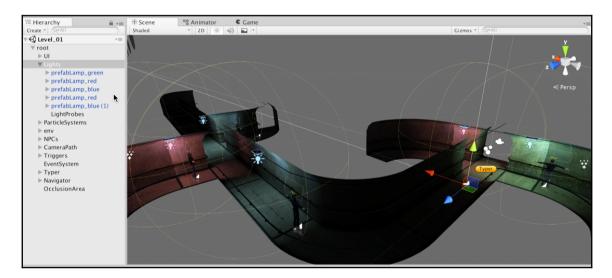


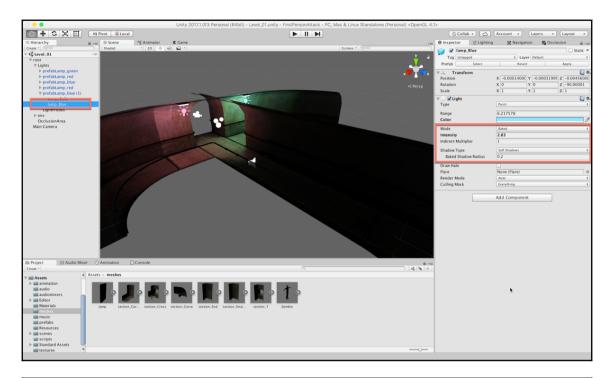


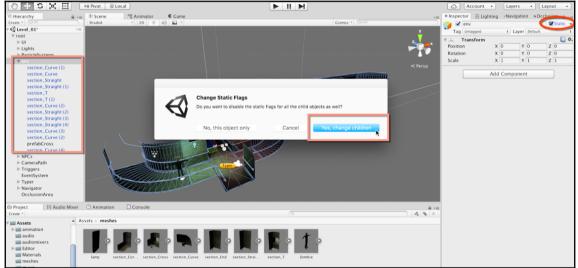


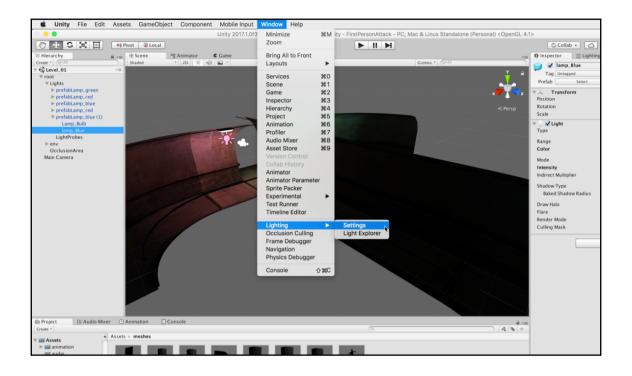
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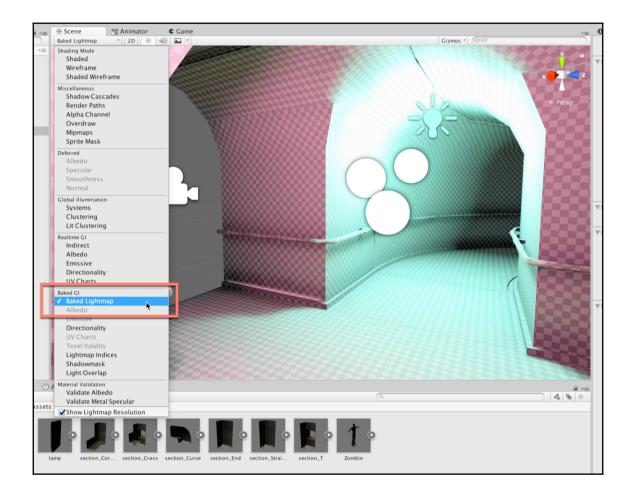






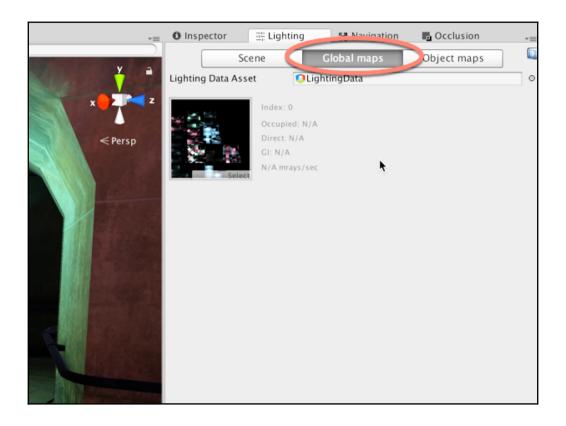
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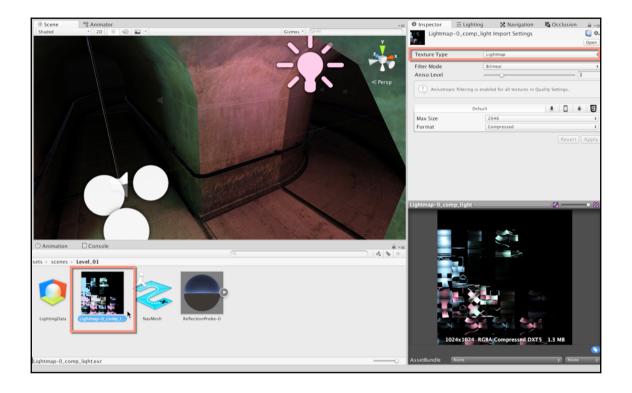
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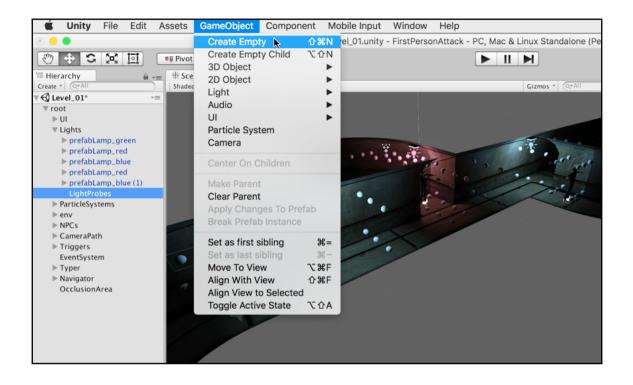
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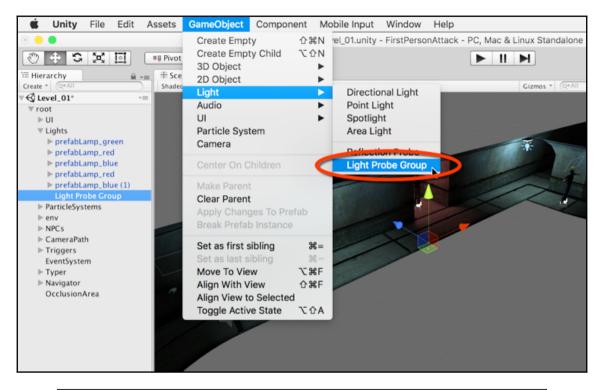
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	Cast Shadows	On	+
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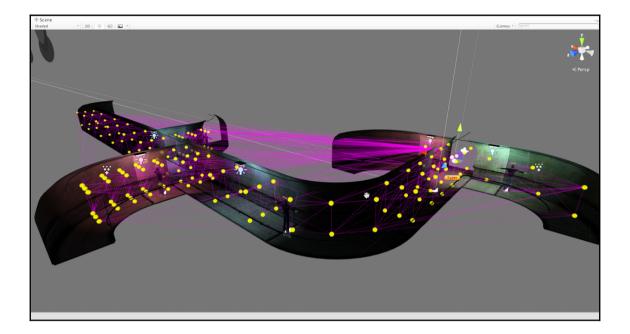




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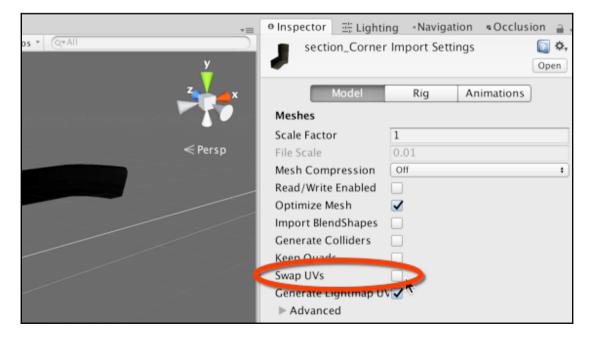


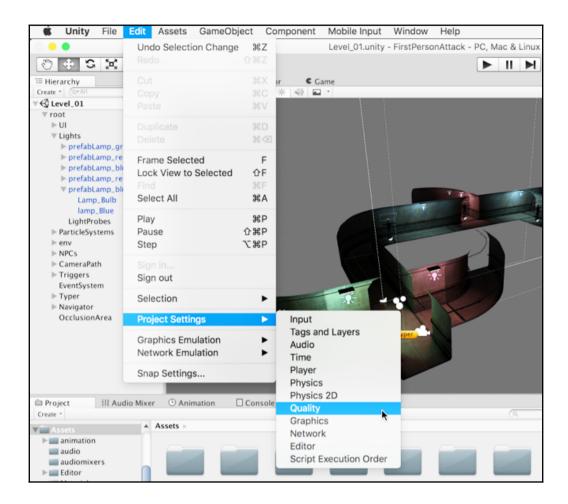
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CharacterJoint		$\checkmark$
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	Ambient Occlusion	$\checkmark$		
	Max Distance	0.5		
	Indirect Contribution	1	10	
	Direct Contribution	0	0	
	Final Gather	$\checkmark$		
	Ray Count	256		
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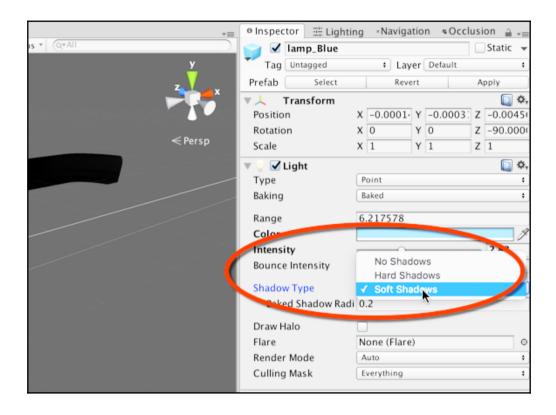
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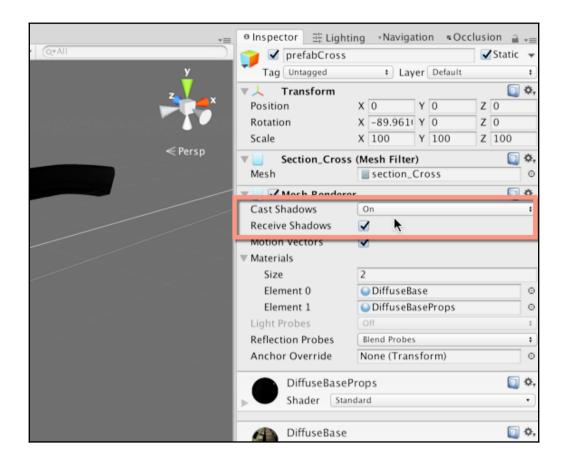


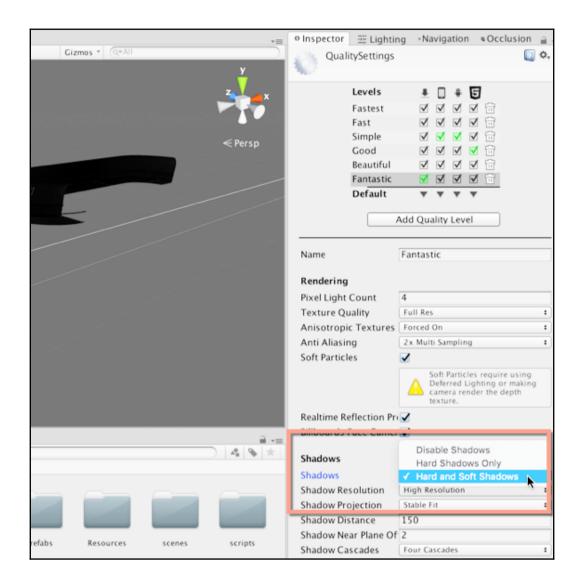


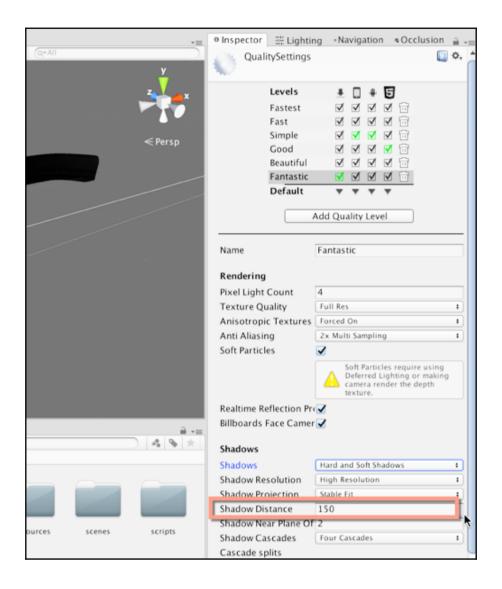
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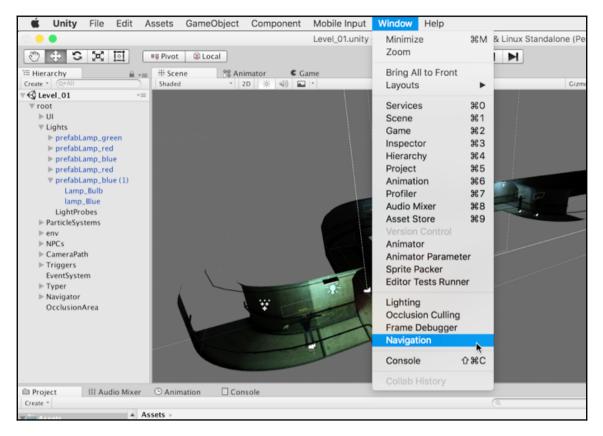
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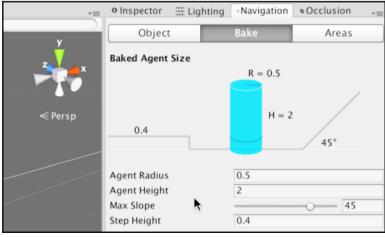


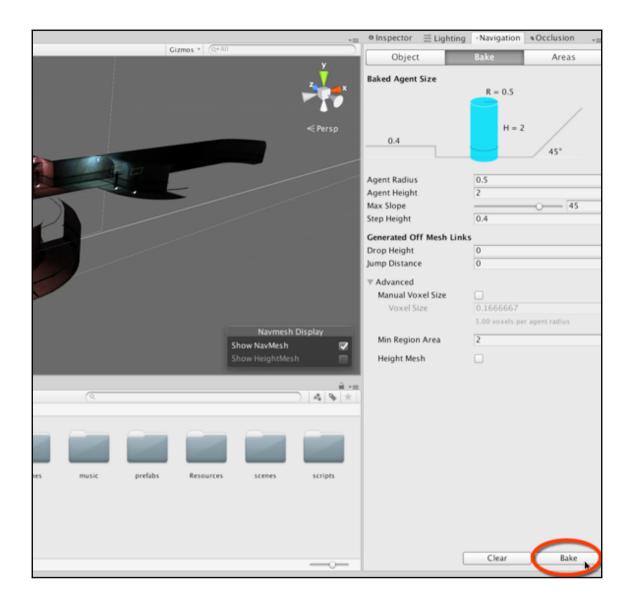


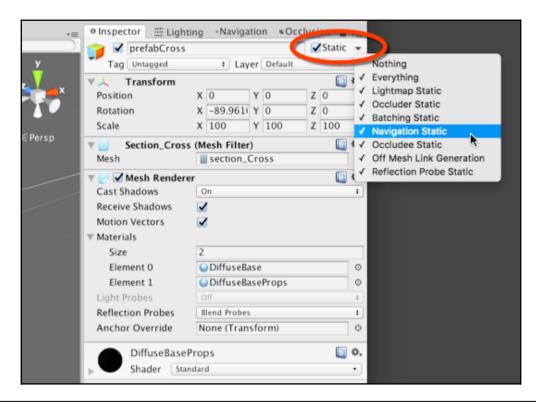


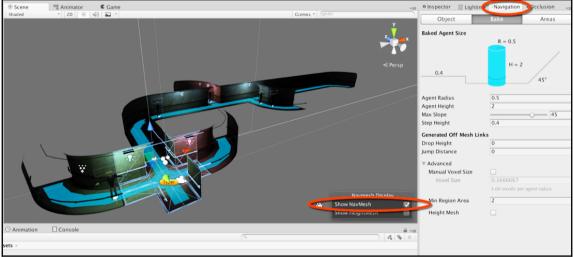




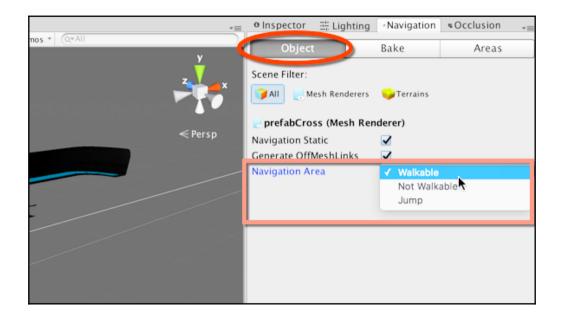


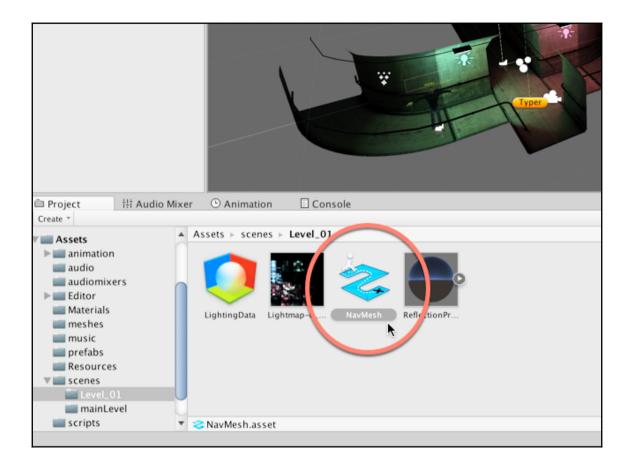


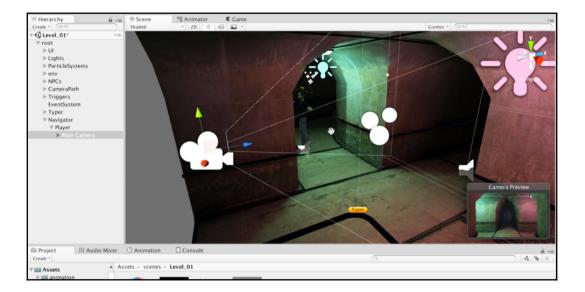


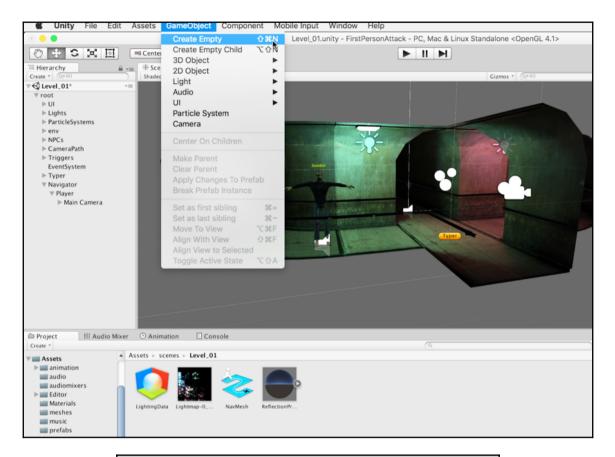


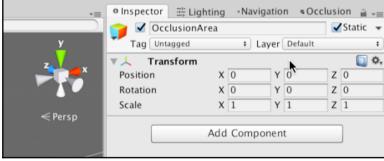
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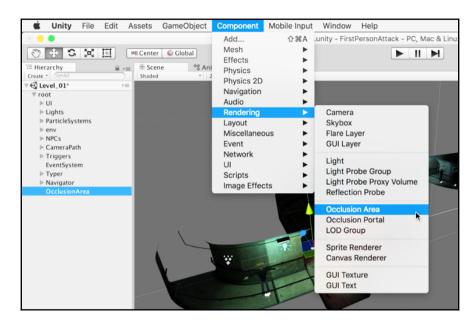


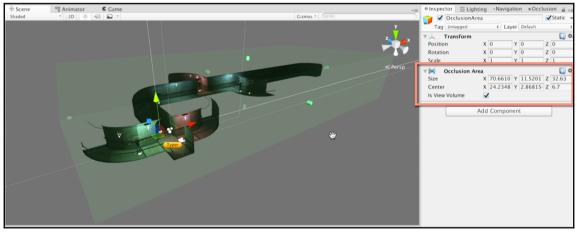


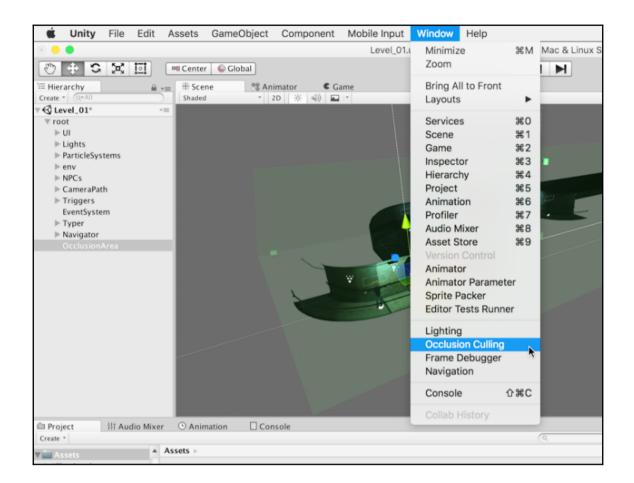


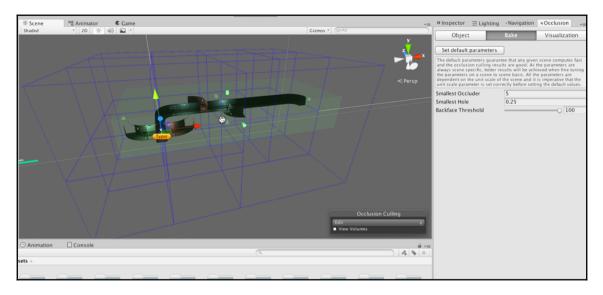


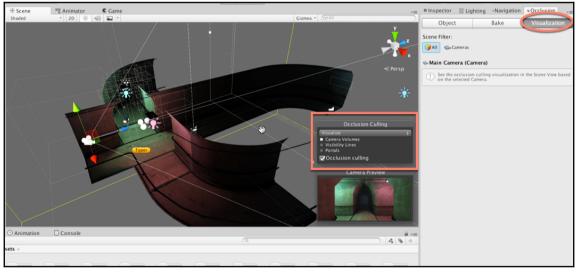


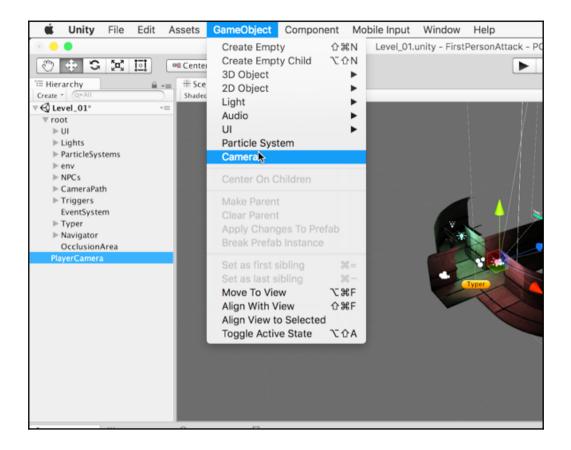












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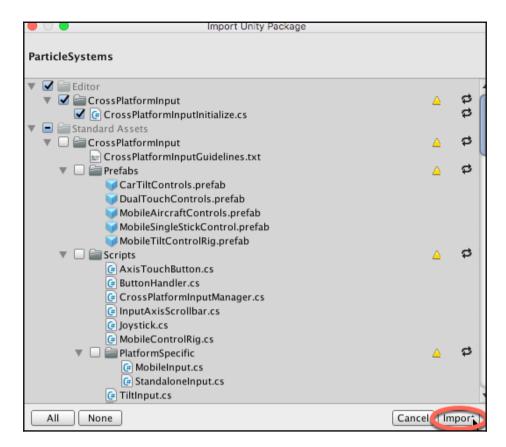
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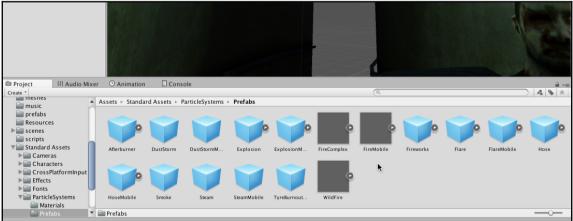
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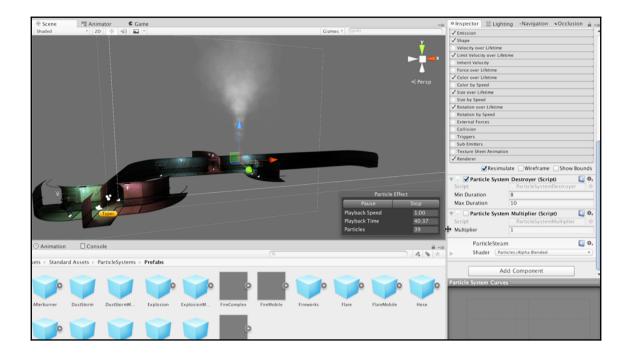
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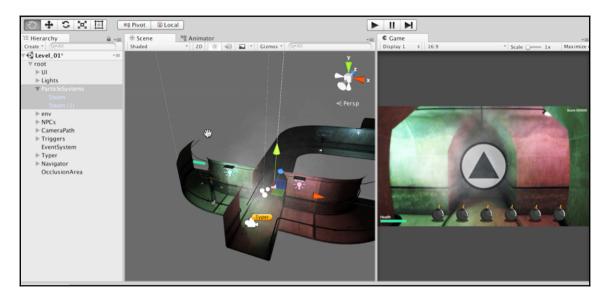
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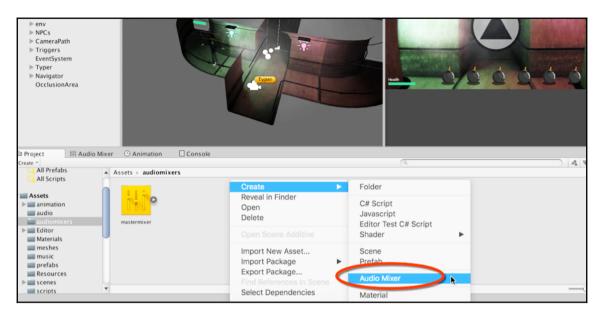


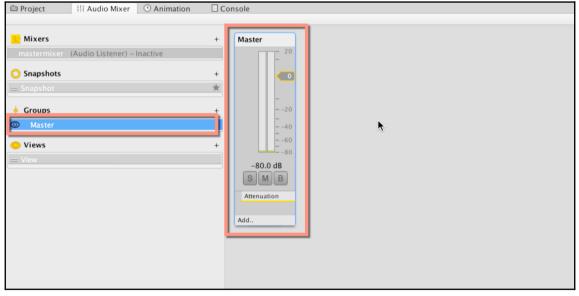


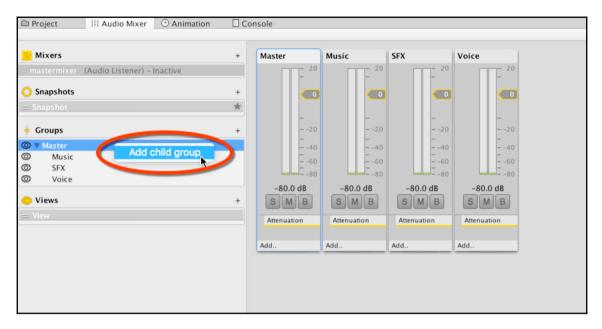
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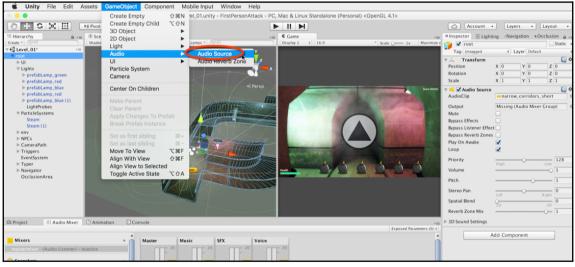


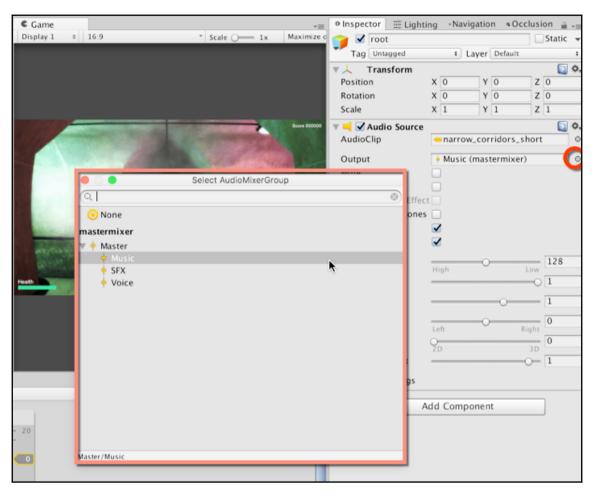
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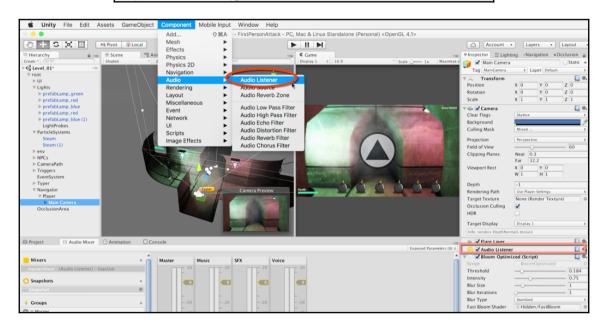




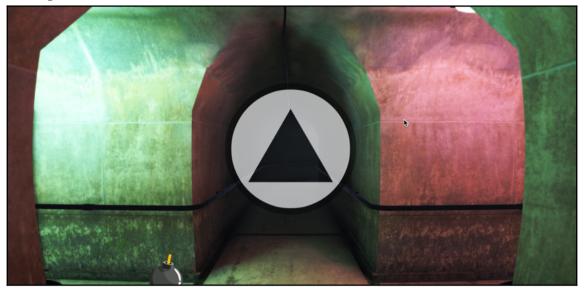




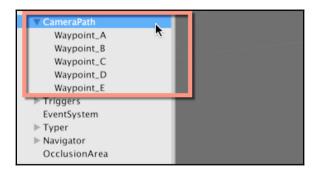
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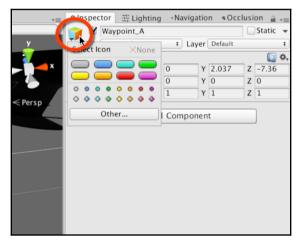


## **Player Controls - Movement**



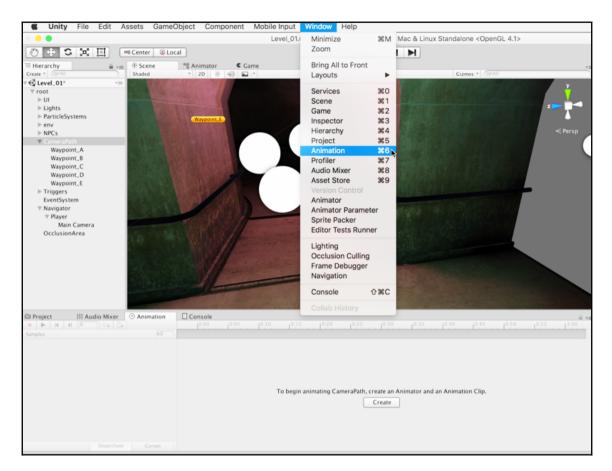






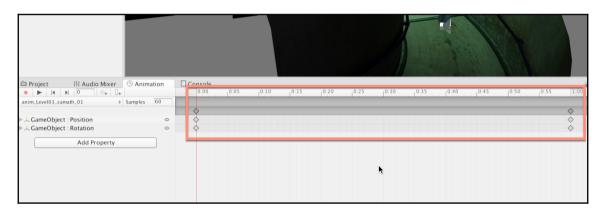


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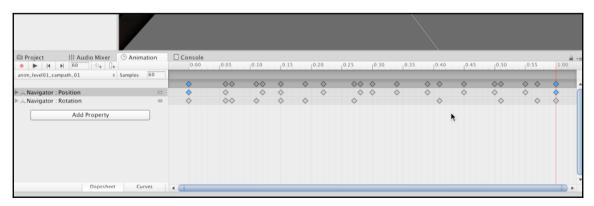
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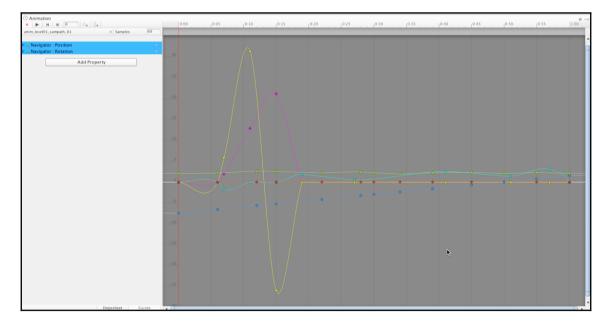


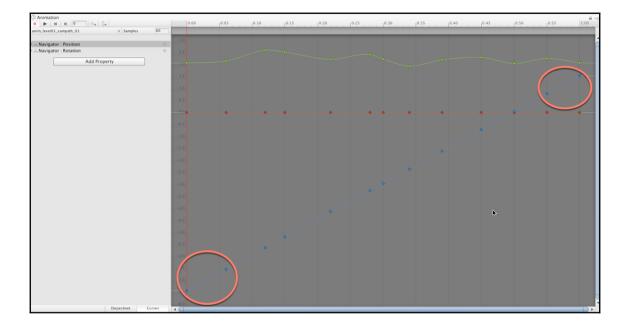
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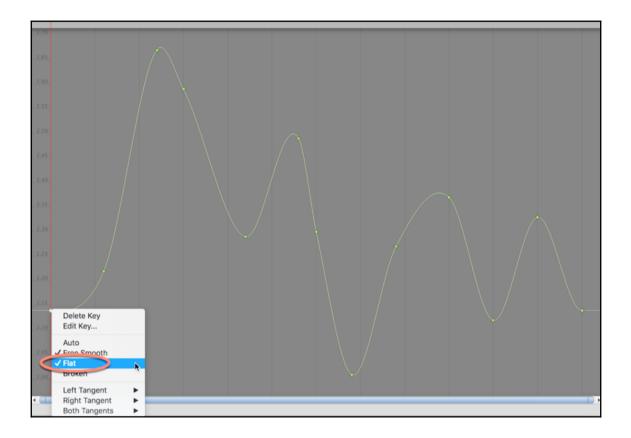
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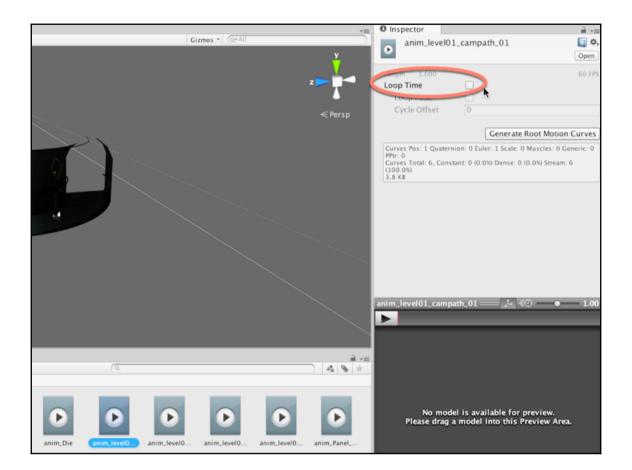


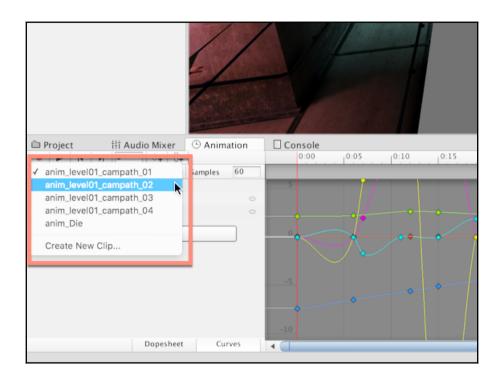
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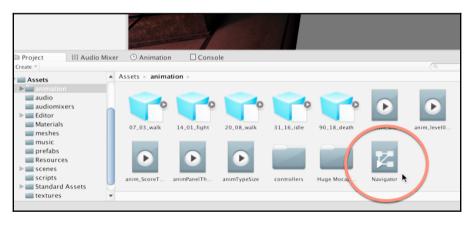


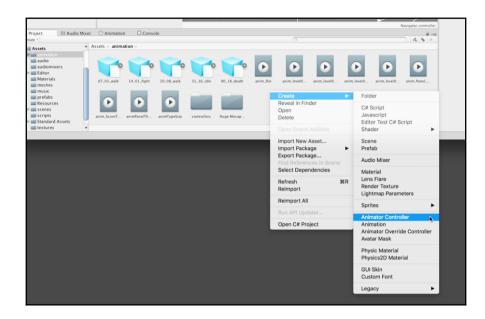




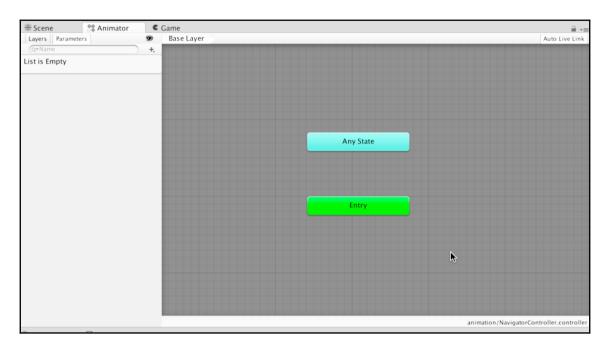


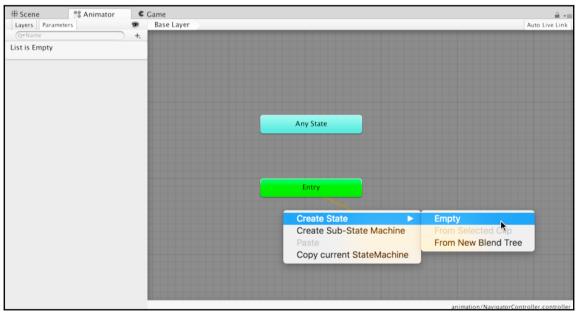
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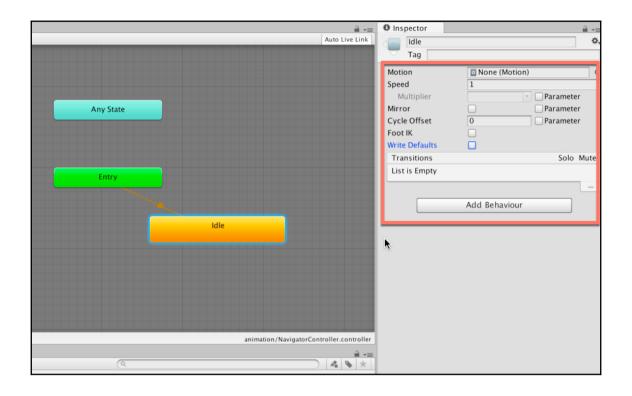


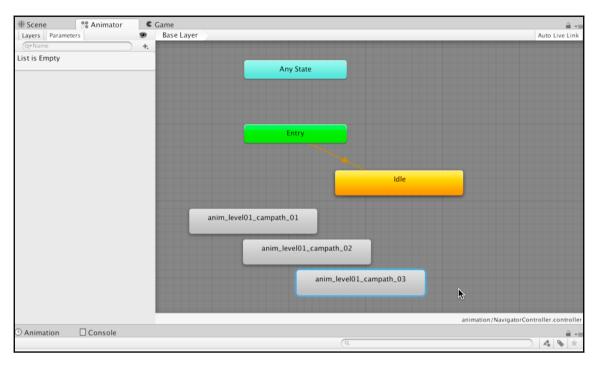


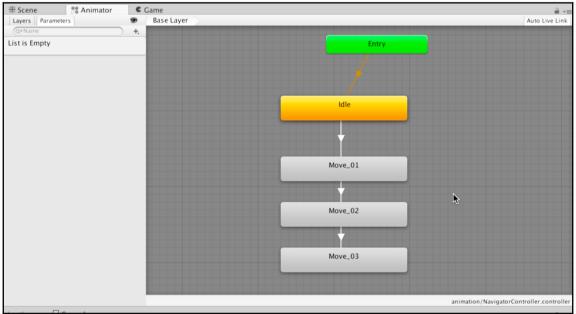
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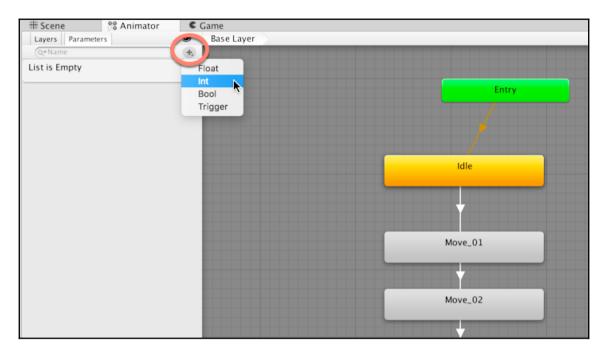


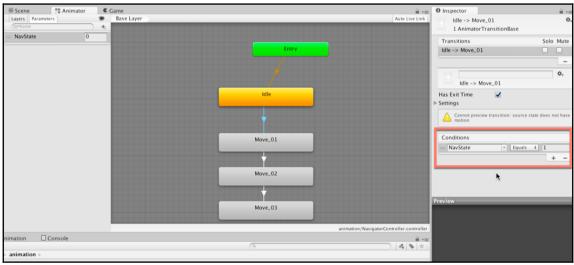


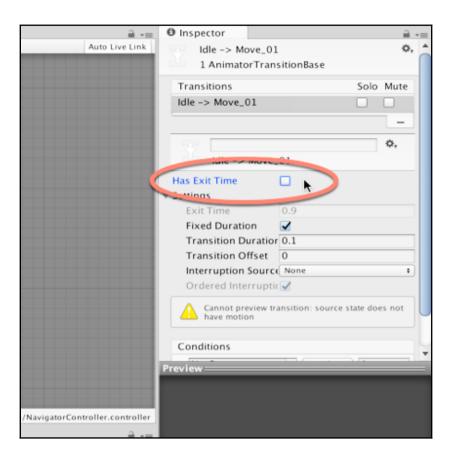












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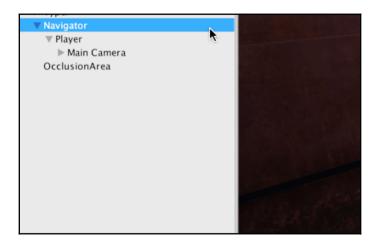
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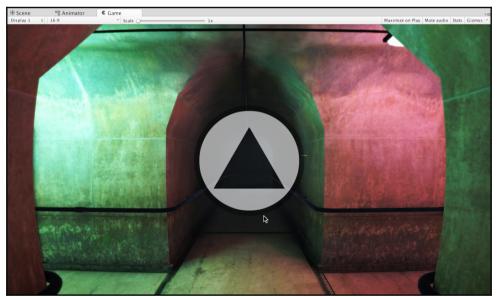
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     44
     45
                          return:
     46
                      }
    47
                      //If new, then create new sinleton instance
     48
                                                                                                                                                 Properties
                      mThisInstance = value;
     49
                 }
     50
     51
            }
    52
53
54
55
56
57
58
59
60
61
            private static Navigator mThisInstance = null;
                                                                     Ŧ
                                                                                                                                                 Document Outline
             void Awake()
             {
                 ThisInstance = this;
                 ThisAnimator = GetComponent<Animator> ();
NavigatorButton = GameObject.FindGameObjectWithTag ("NavigatorButton").GetComponent<Button>();
                 NavigatorButton.gameObject.SetActive (false);
             }
     62
    63
64
             public void Next()
                                                                                                                                                 Unit Tests
             -{
     65
                 //Reset typing
     66
                 Typer.TypedWord = string.Empty;
    67
68
69
70
71
72
73
74
                 ++CurrentNode;
                 ThisAnimator.SetInteger (AnimStateHash, CurrentNode);
             }
             public void Prev()
             ł
                 //Reset typing
    75
76
77
78
79
                 Typer.TypedWord = string.Empty;
                 --CurrentNode;
                 ThisAnimator.SetInteger (AnimStateHash, CurrentNode);
             }
     80
     81
             //Show button if there are no remaining enemies
     82
             public void ShowMoveButton()
     83
     84
                 Debug.Log (AIEnemy.ActiveEnemies);
     85
     86
                                                                                                                            🔺 Errors 🛛 🗹 Tasks
```

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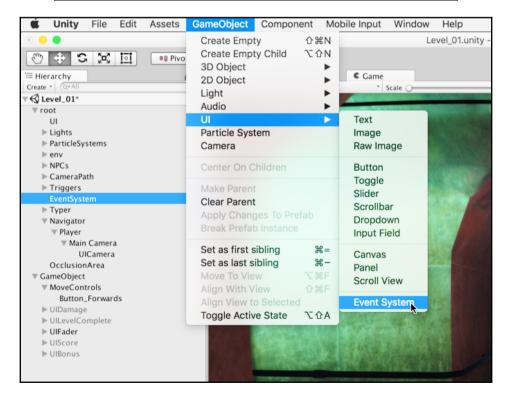
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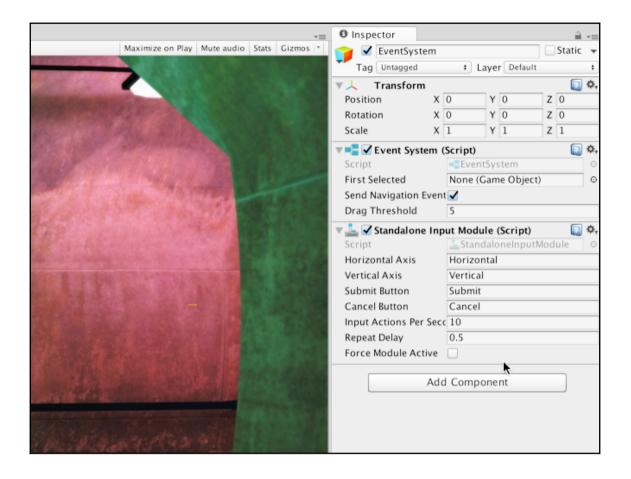
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	ThisInstance	
1 //		
	nityEngine; vystem.Collections;	
4 using U	nityEngine.UI; 😞	
	inityEngine.EventSystems;	
7 //		
8 public 9 {	class Navigator : MonoBehaviour	
10 //-		
11 pub 12 pri	lic int CurrentNode = 0; vate Animator ThisAnimator = mull;	
13 pri	<pre>vate int AnimStateHash = Animator.StringToHash("NavState");</pre>	
14 15 //R	eference to NPC die event	
16 pub	lic UnityEvent EnemyDie;	
14 15 //R 16 pub 17 18 //R	eference to navigator button	
19 pri	<pre>vate Button NavigatorButton = null;</pre>	
20 21 //R	eference to singleton instance	
22 pub	lic static Navigator ThisInstance	
19 pri 20 //R 21 //R 22 pub 23 { 23 { 25 26 27 25 26 27 28 29 30 31 31 32 31 32 33 34 35 36 37	get	
25 26	<pre>{    //Get or create singleton instance</pre>	
27	<pre>if (mThisInstance == null)</pre>	
28 29	<pre>{     GameObject G0 = new GameObject ("Navigator");</pre>	
30	<pre>mThisInstance = G0.AddComponent<navigator> ();</navigator></pre>	
31	}	
33	return mThisInstance; }	
35		
36 37	set {	
38	//If not null then we already have instance	
39 40 41	if (mThisInstance != null)	
41	//If different, then remove duplicate immediately	
42 43	<pre>if(mThisInstance.GetInstanceID() != value.GetInstanceID())     DestroyImmediate (value.gameObject);</pre>	
		Tasks



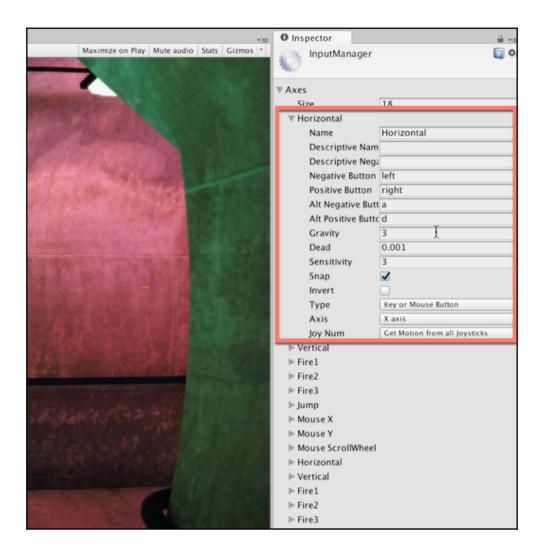


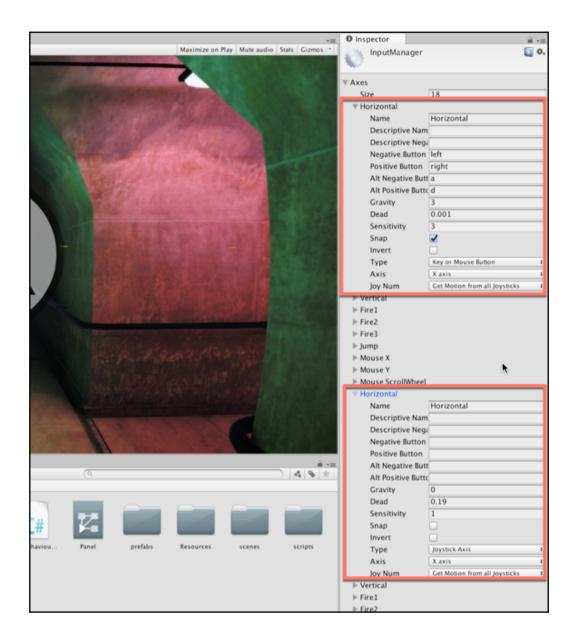
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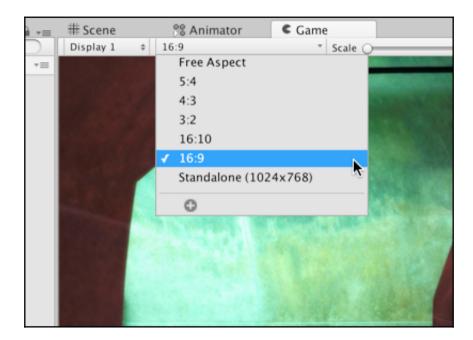




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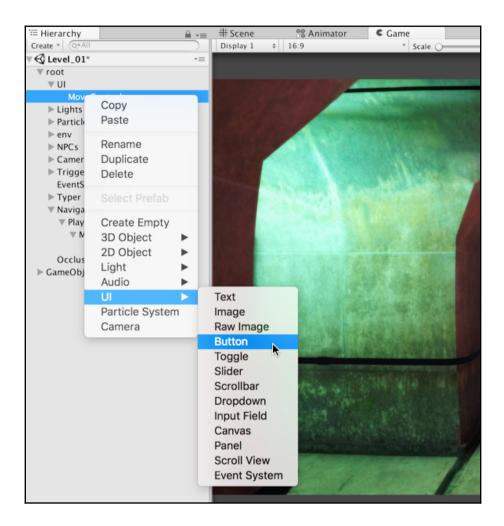




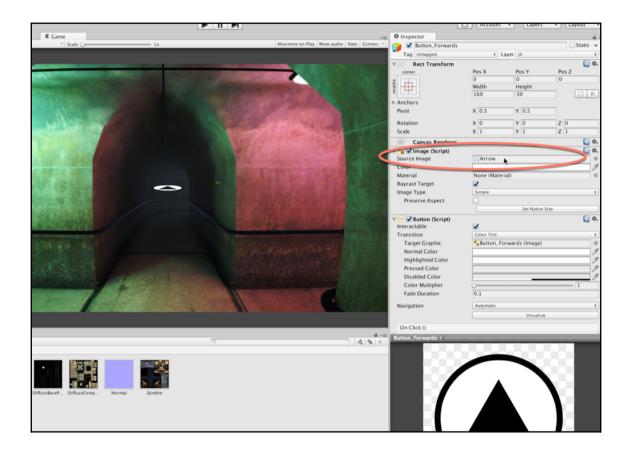
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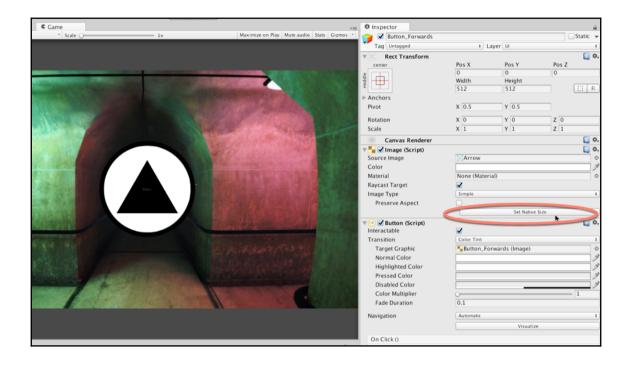
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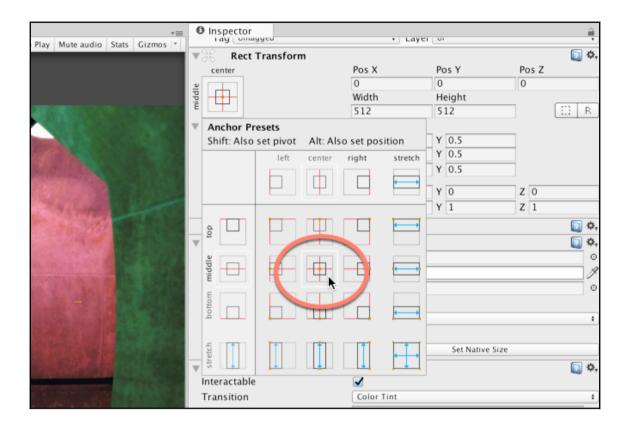


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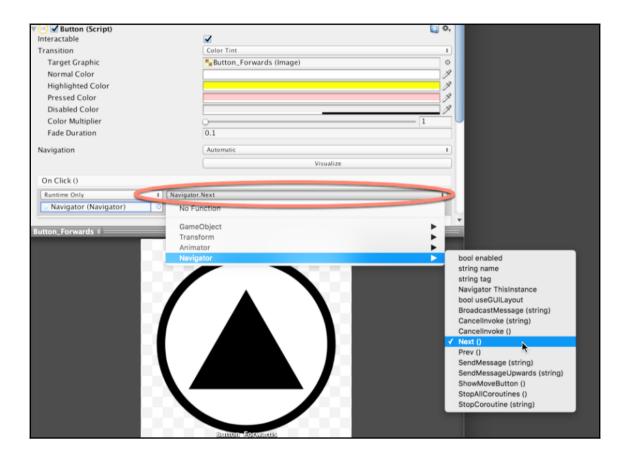
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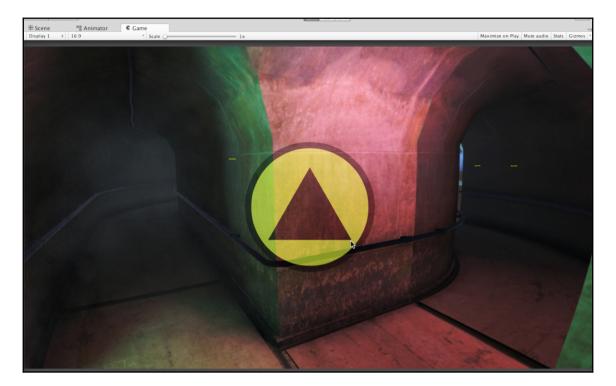


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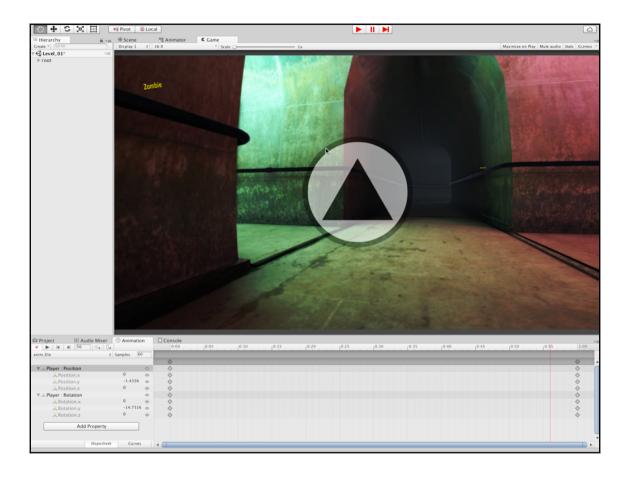
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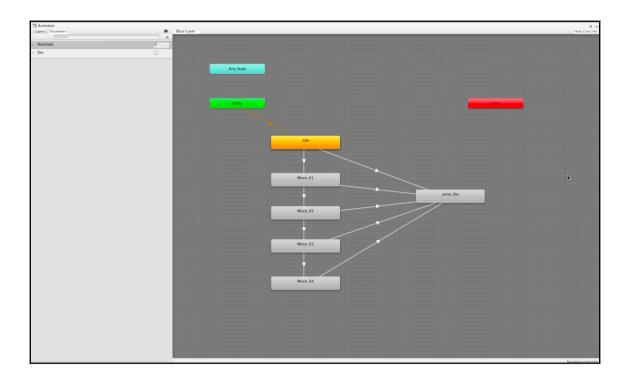




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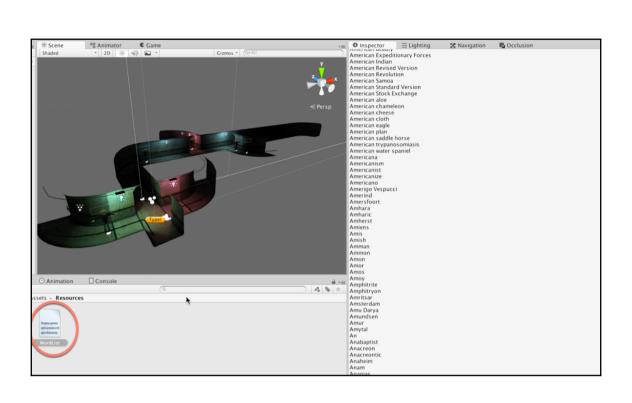
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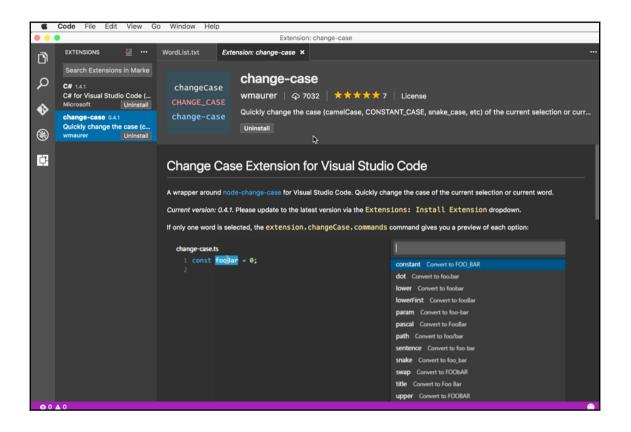
## **Player Controls - Typing and Health**





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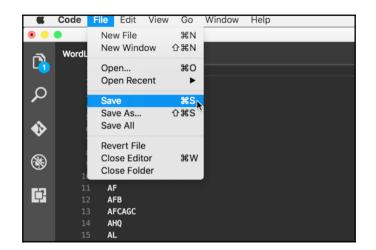
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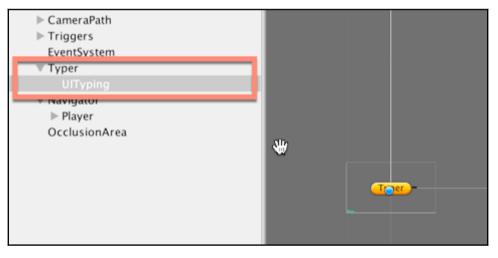
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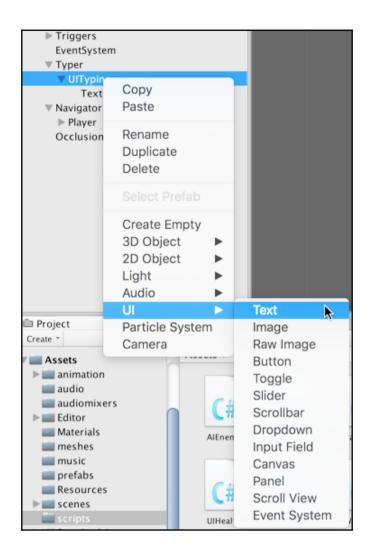
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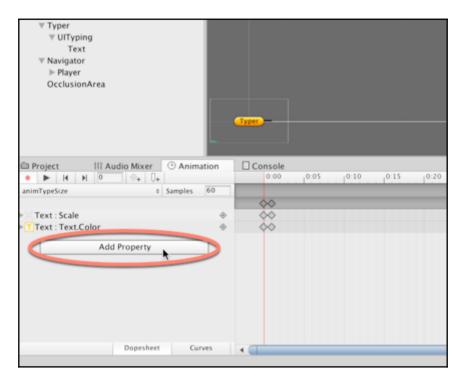


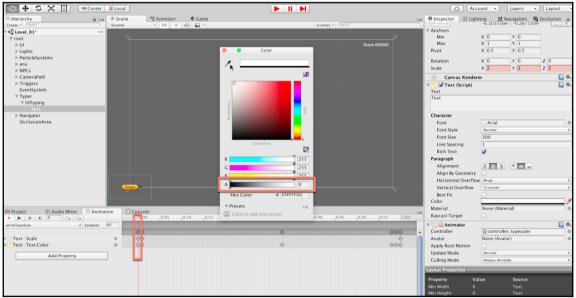


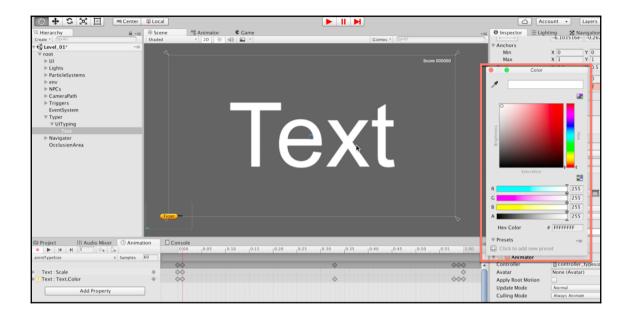
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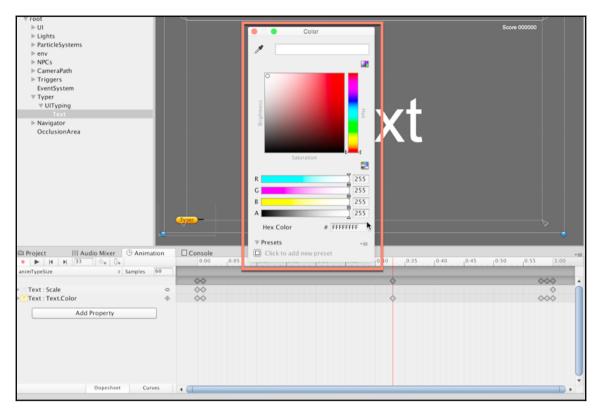
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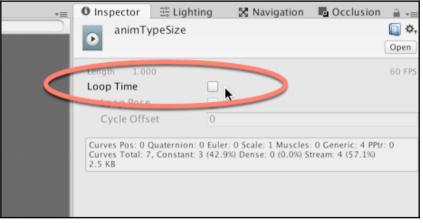




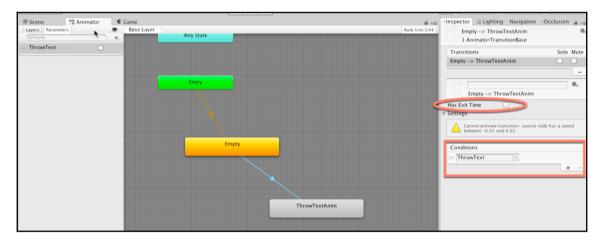


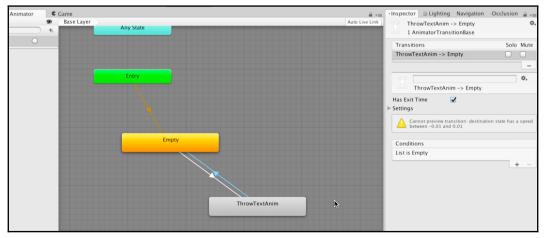
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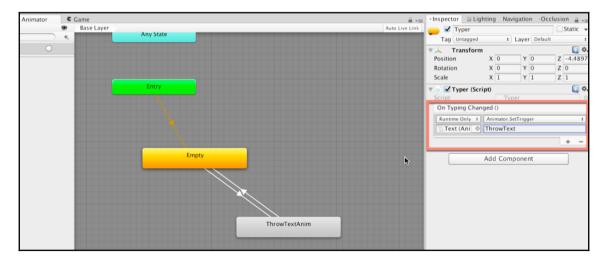
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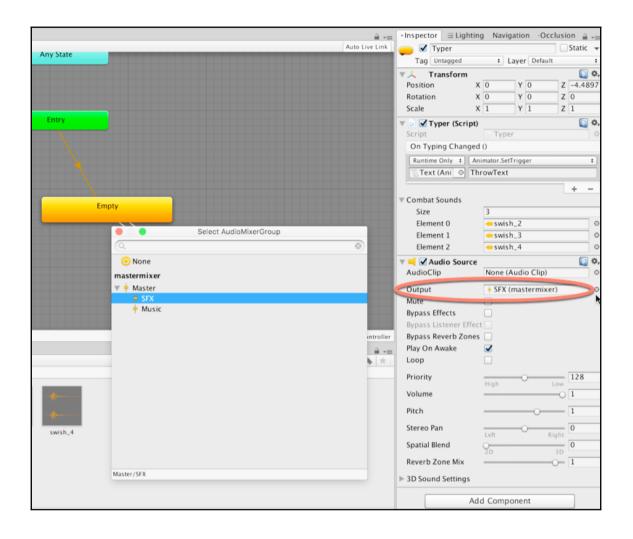
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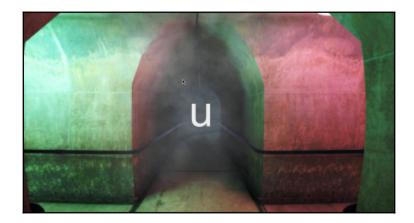
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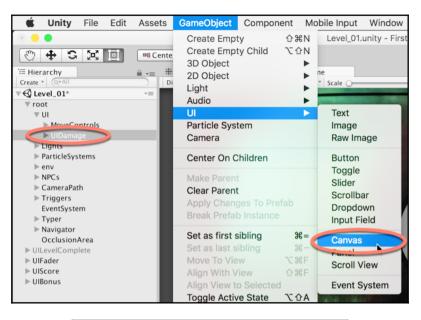
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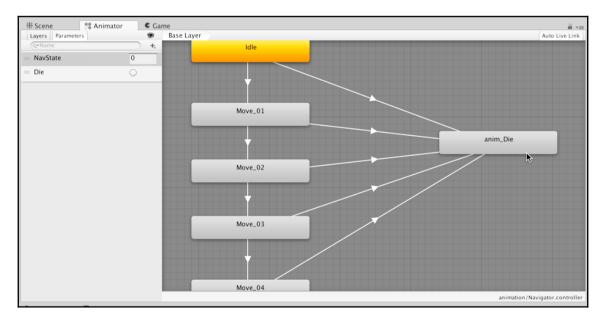


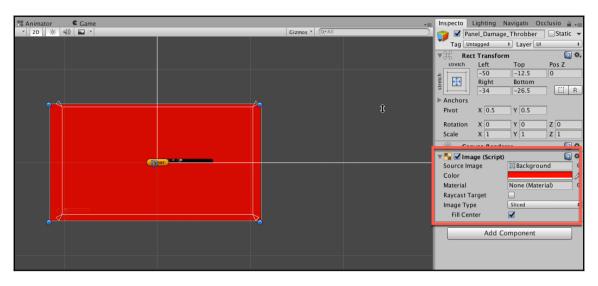
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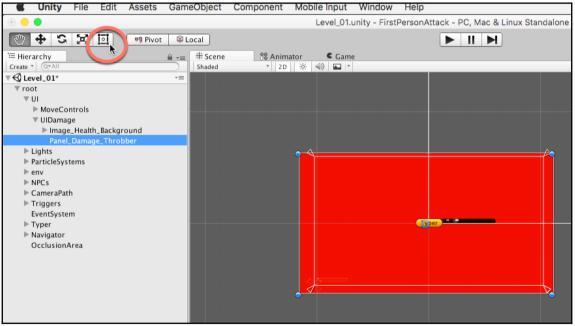
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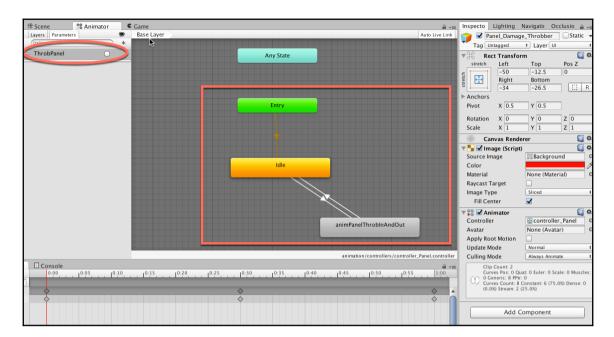






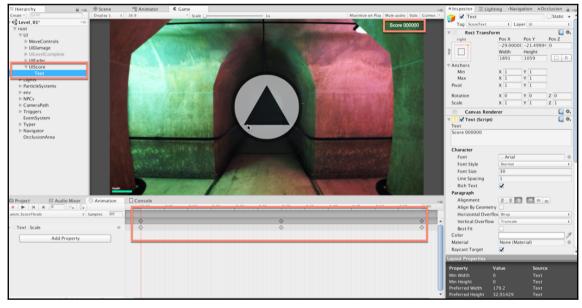
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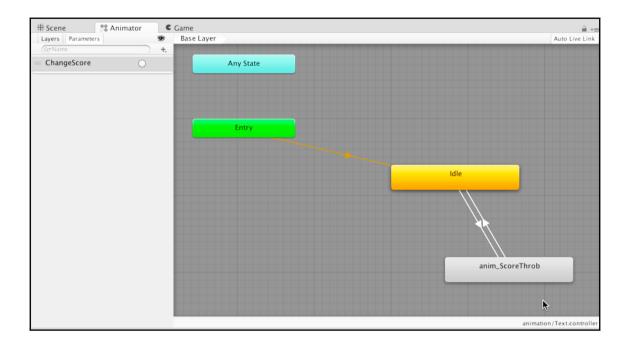
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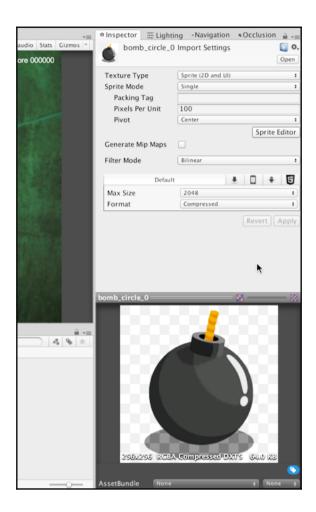


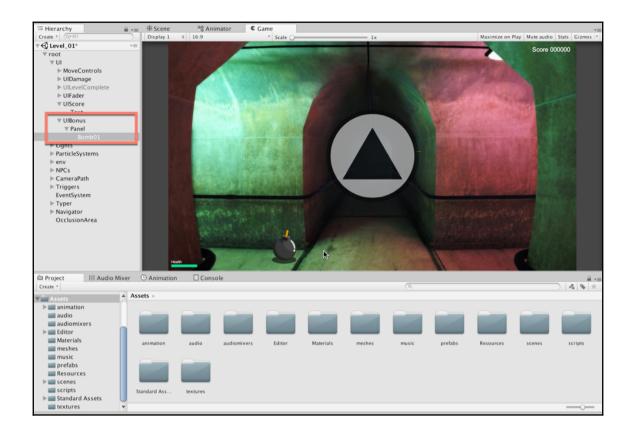
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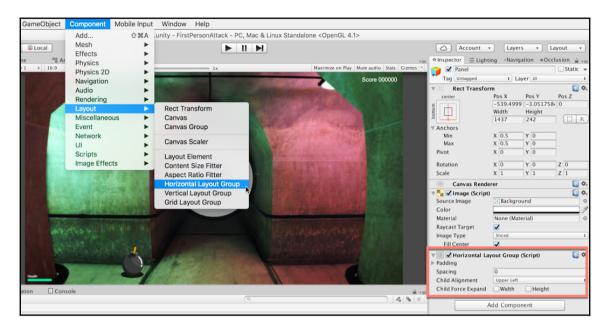


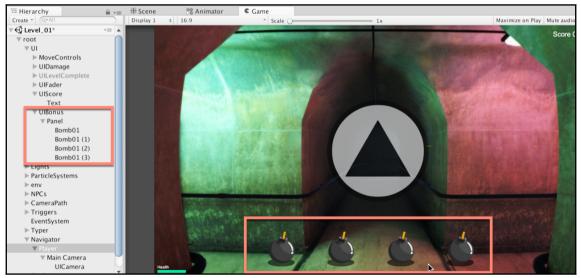


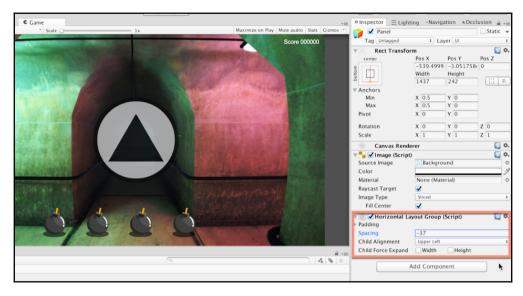


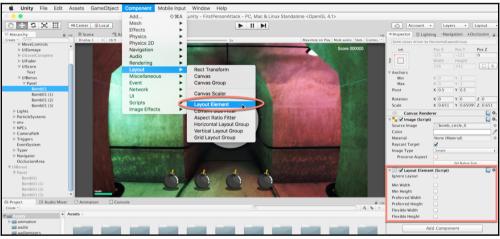








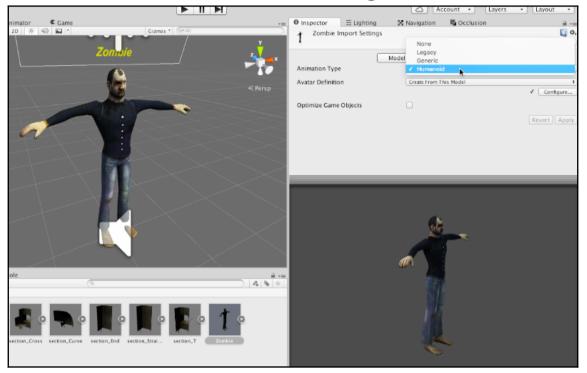


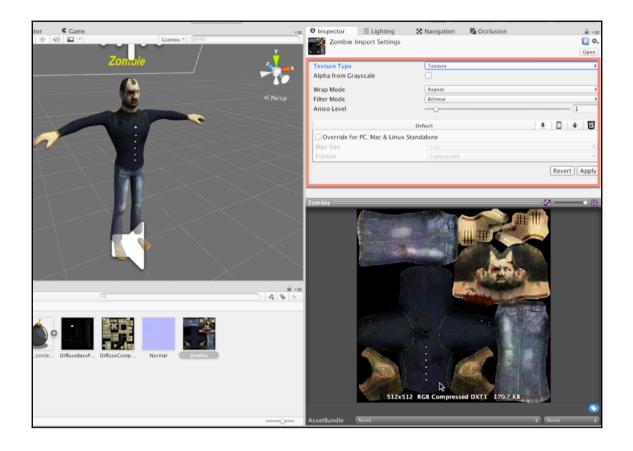


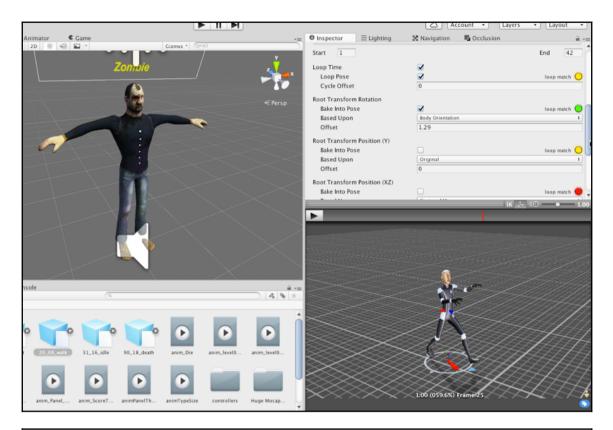
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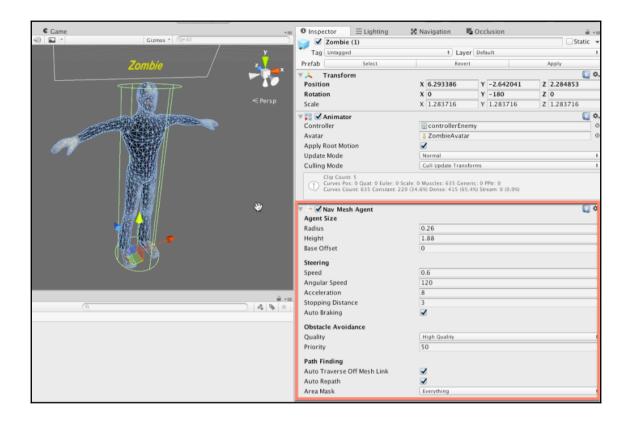
## **Enemies and Artificial Intelligence**



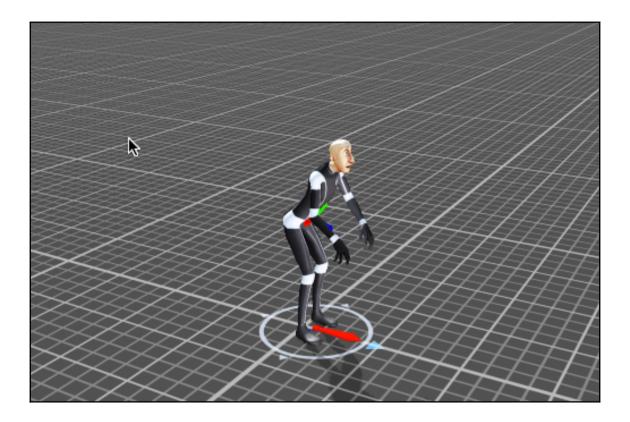


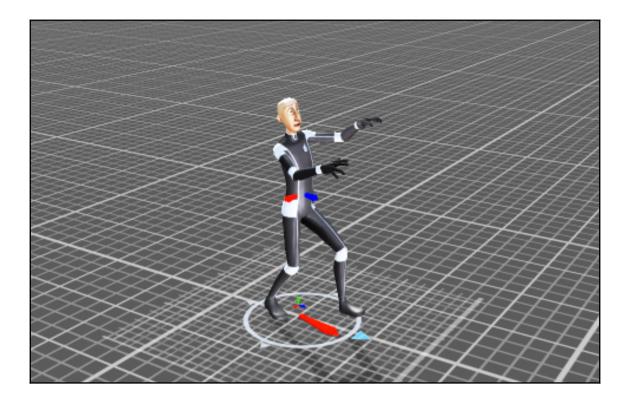


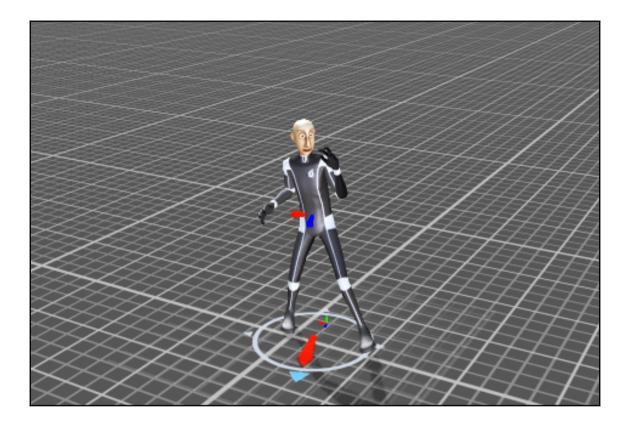
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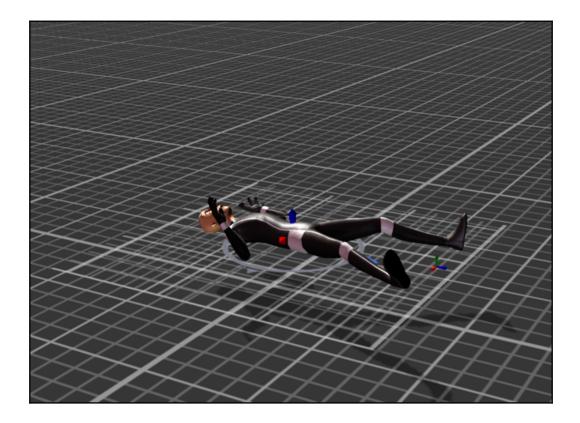


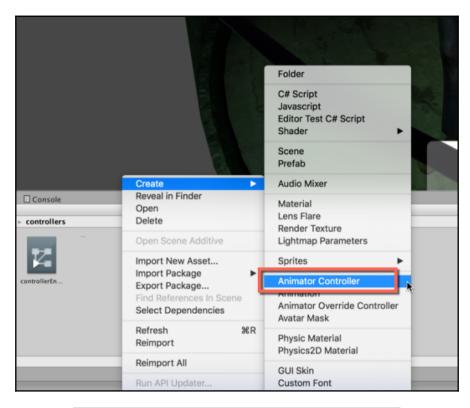
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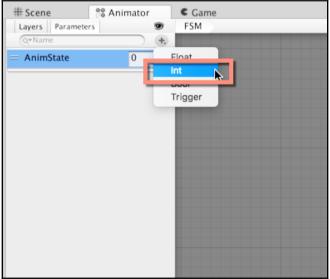


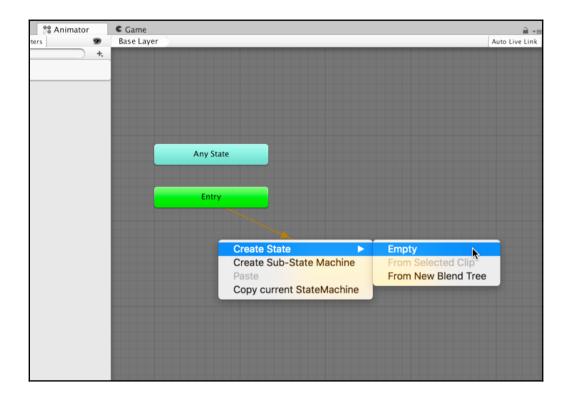


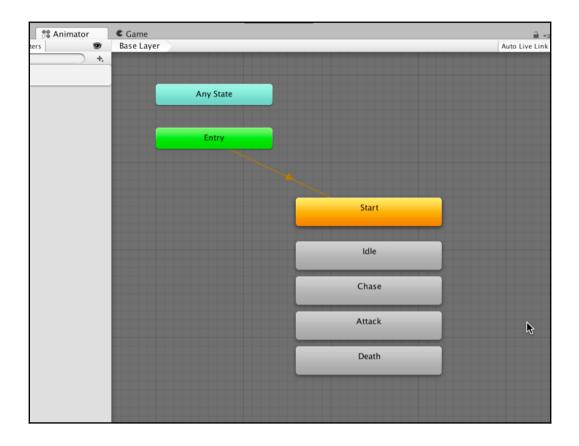


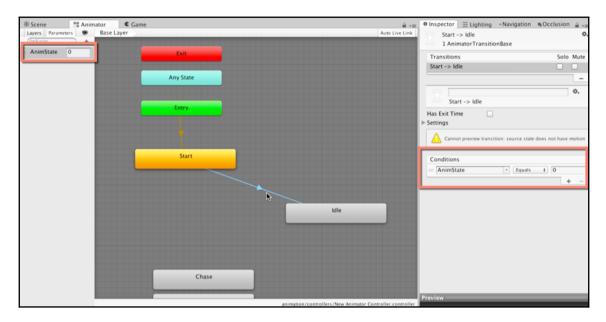


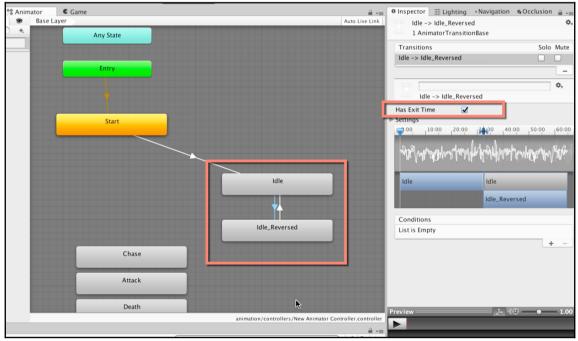


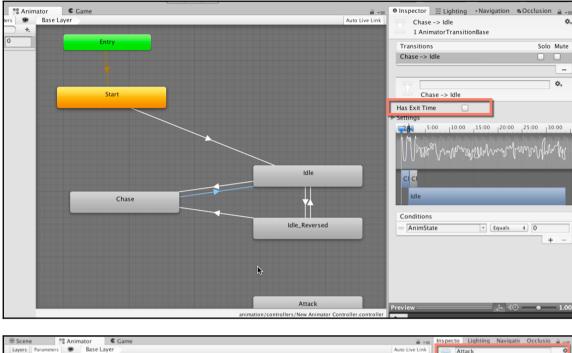


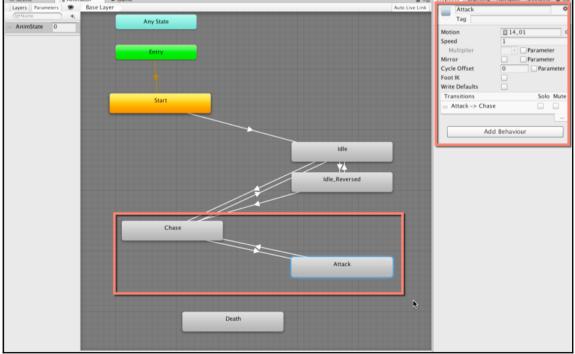


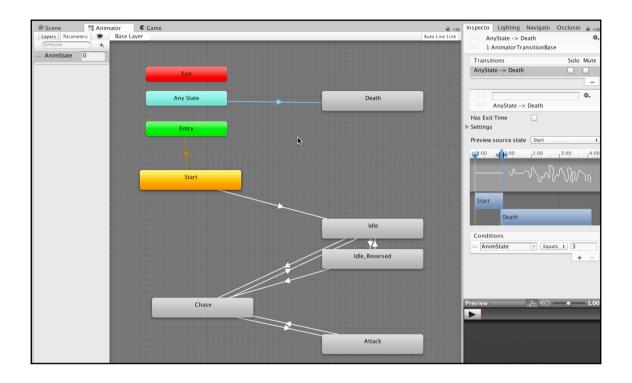




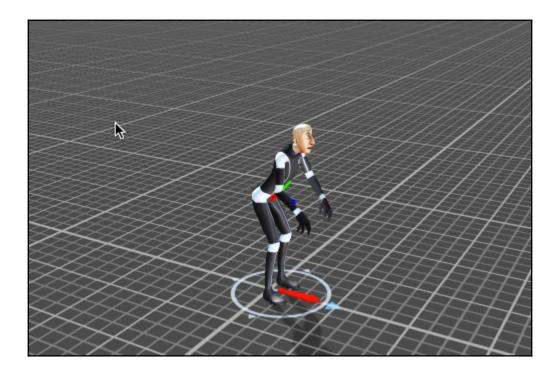


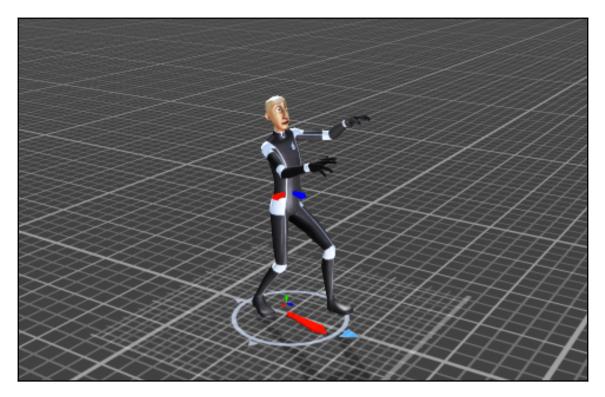


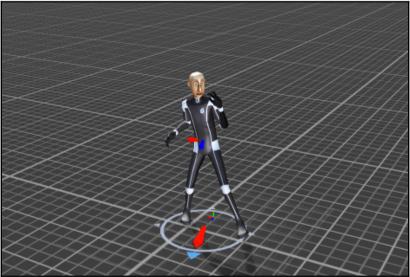




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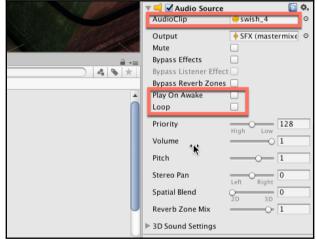


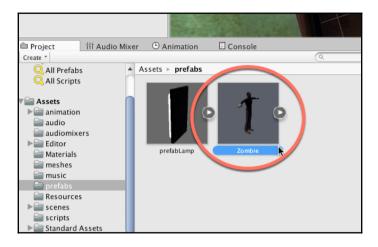
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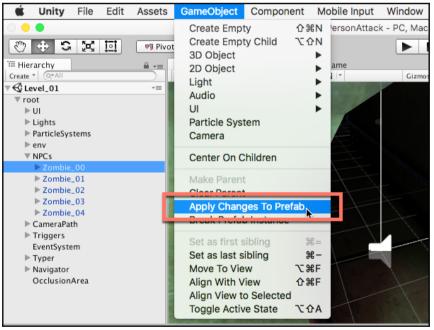
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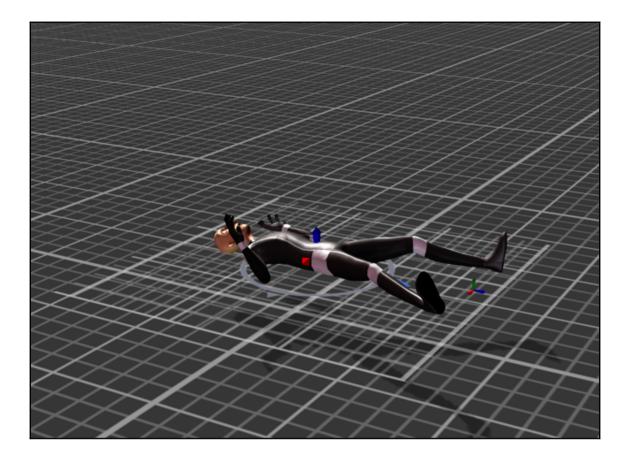
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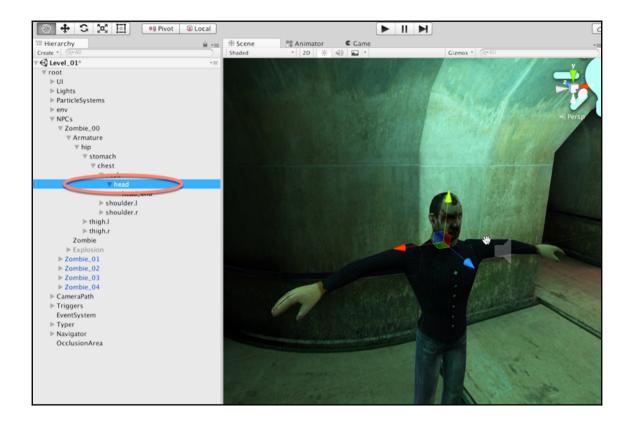


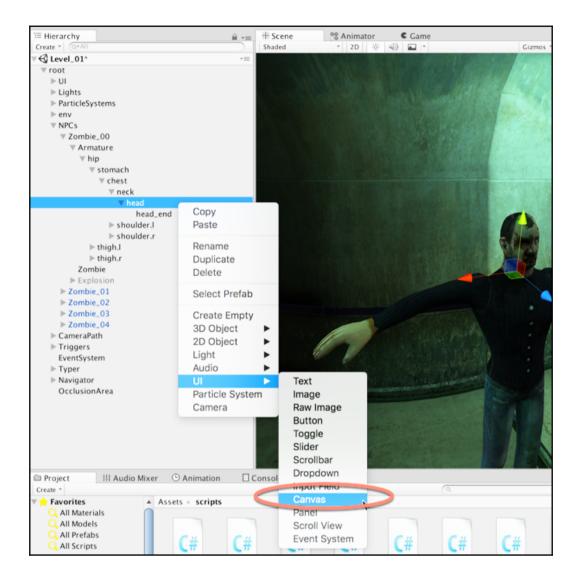


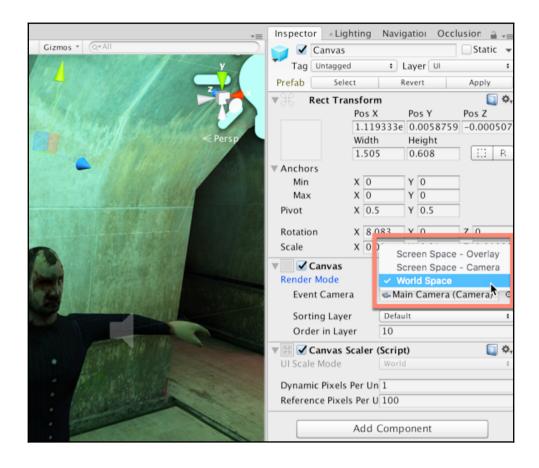


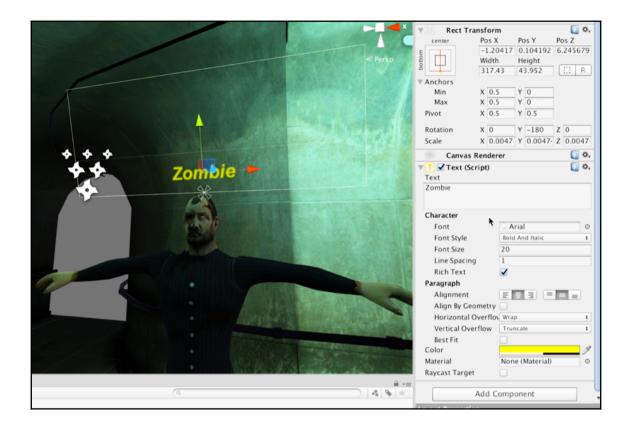








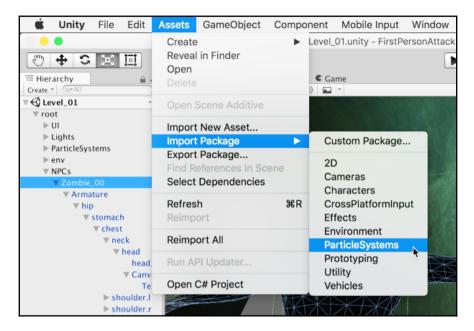


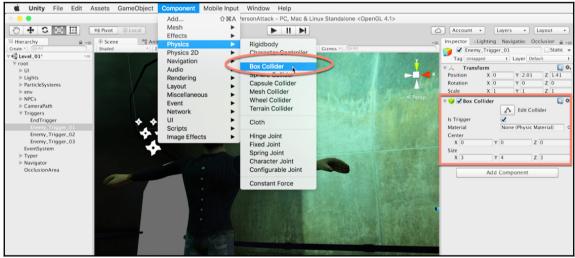


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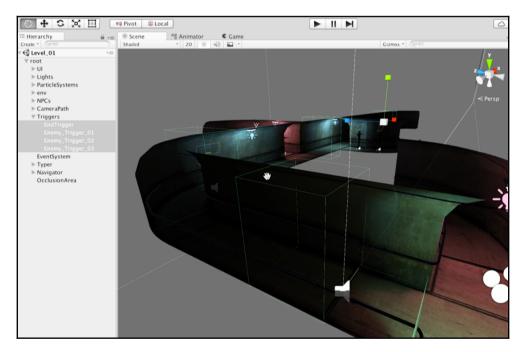


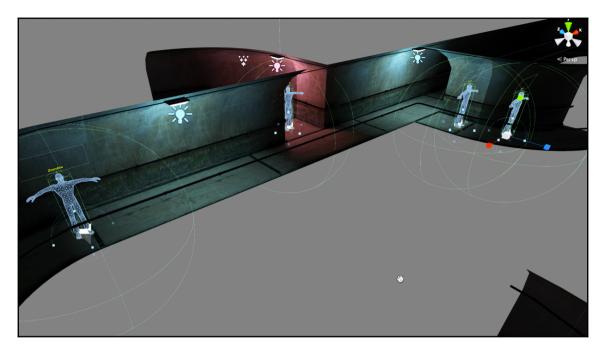
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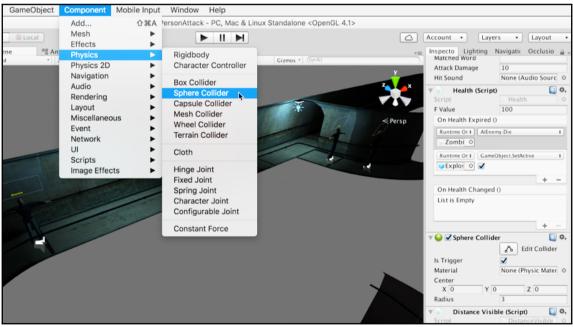




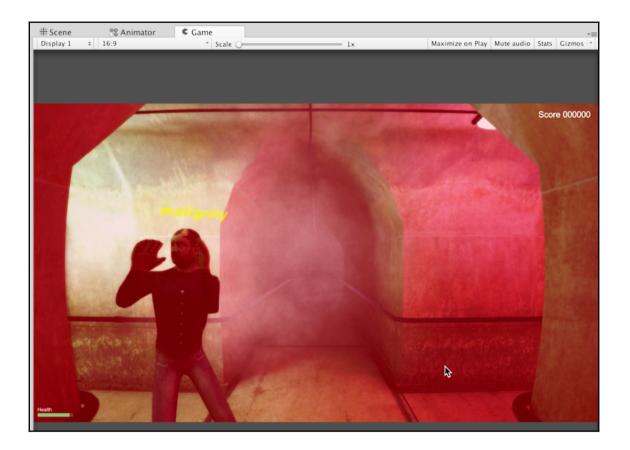
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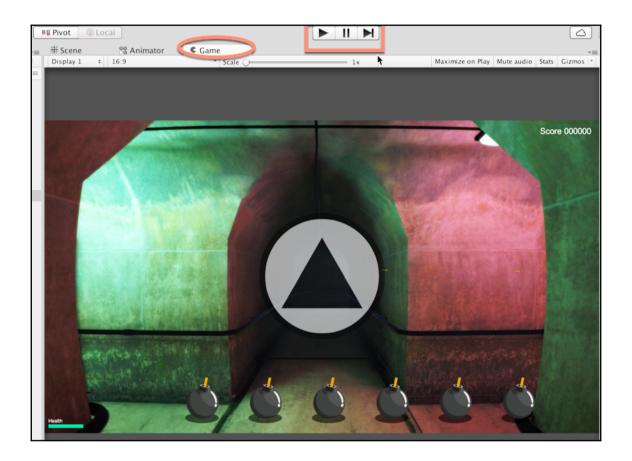


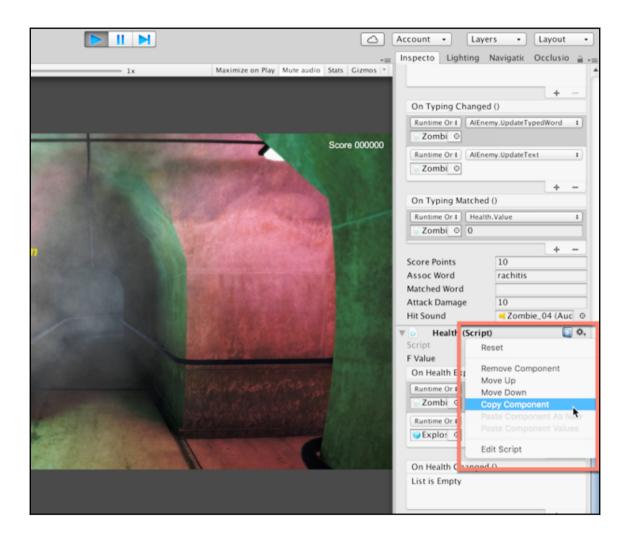


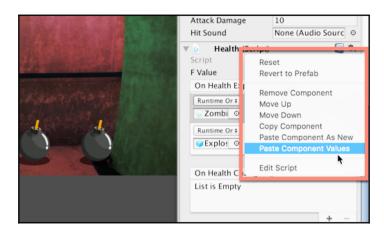


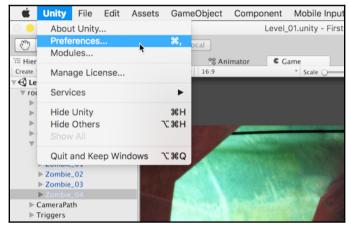
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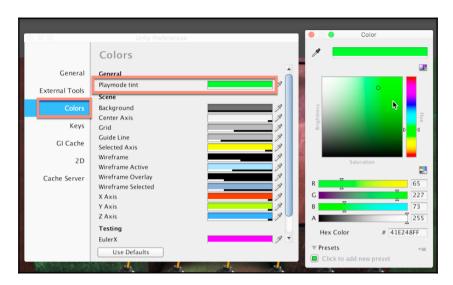


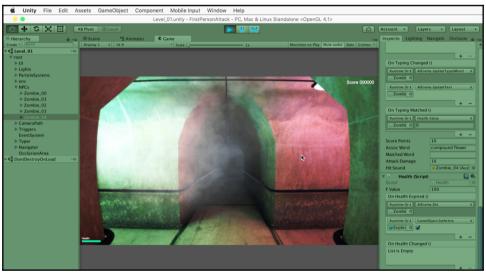




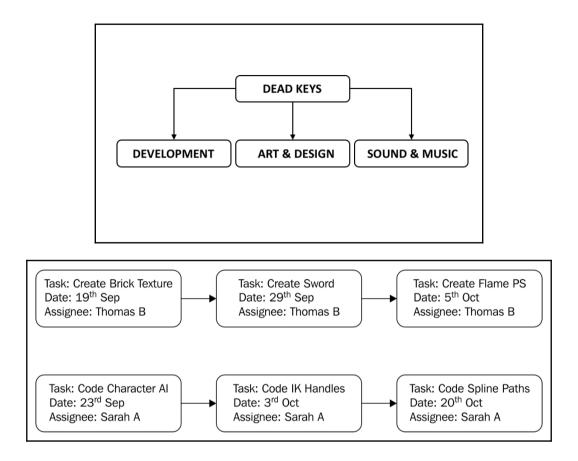


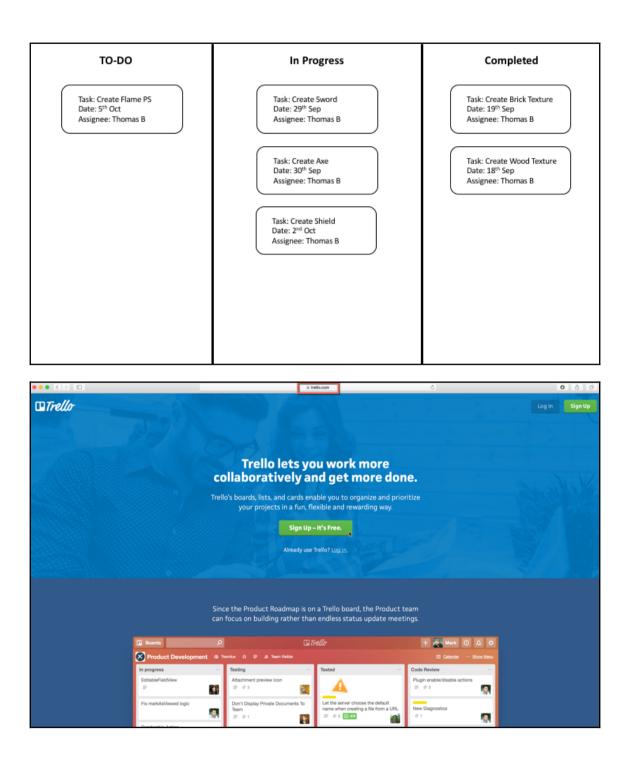






## **Project Management and Version Control**

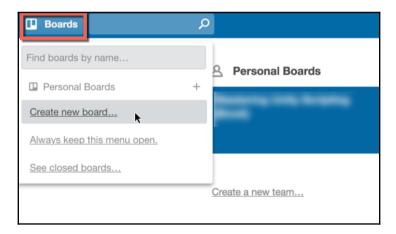




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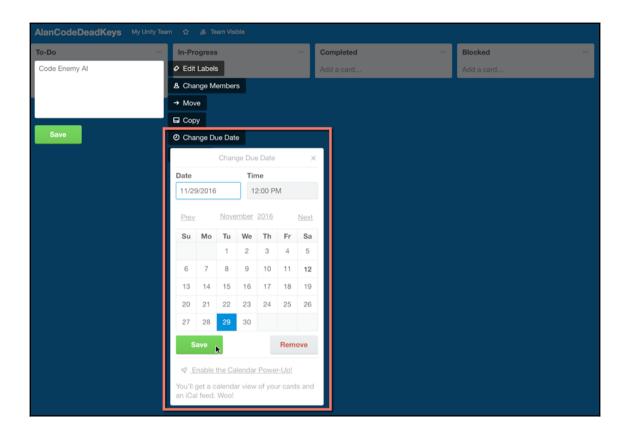


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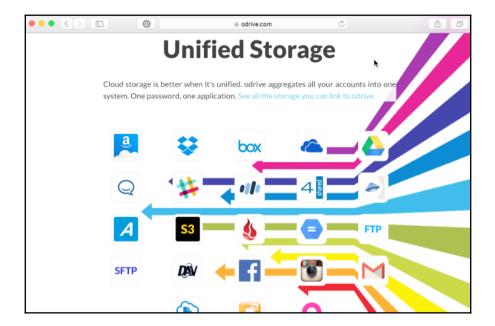
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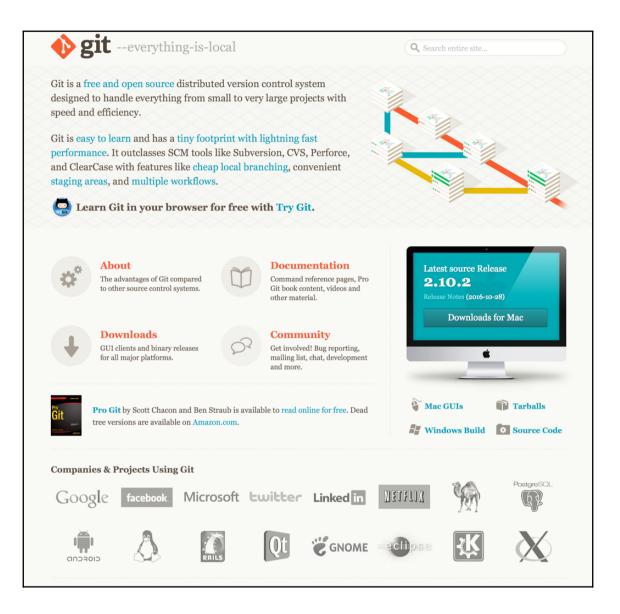
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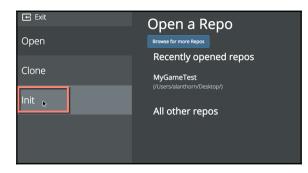
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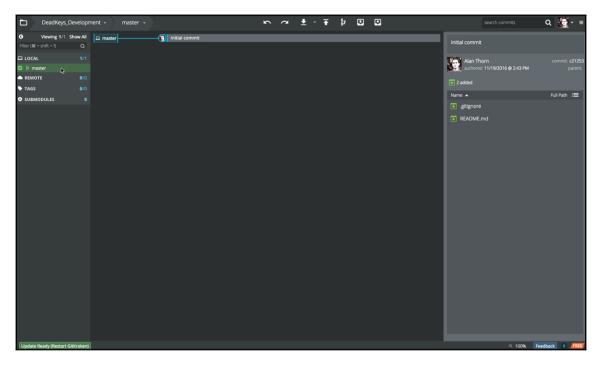


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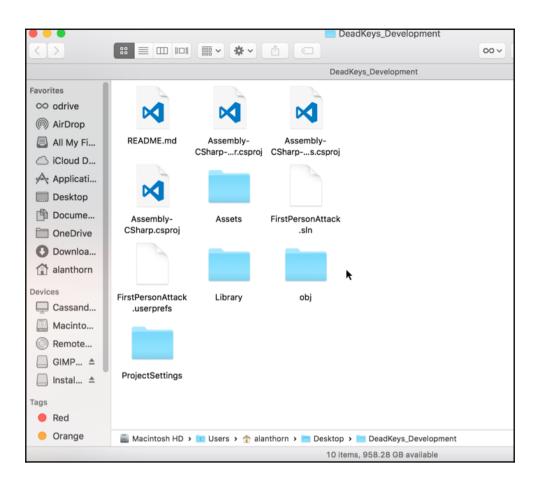


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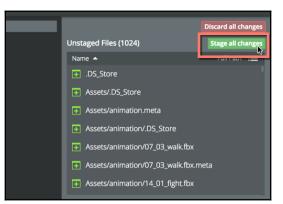


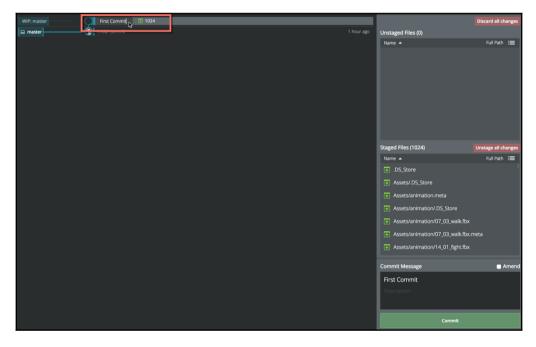
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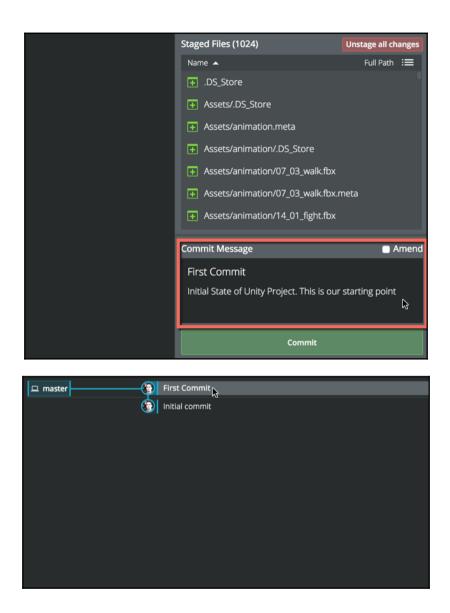


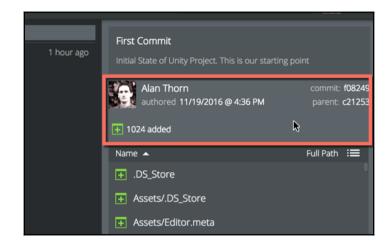
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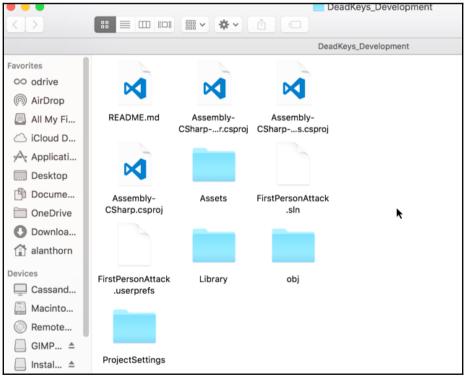
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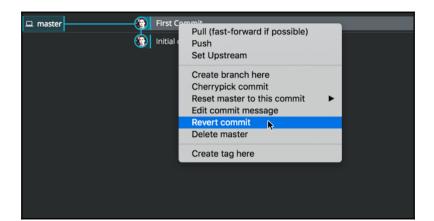






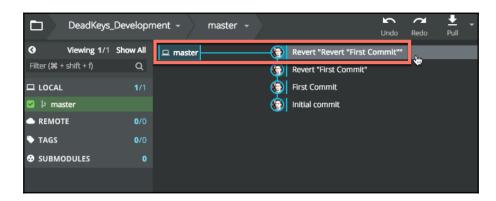


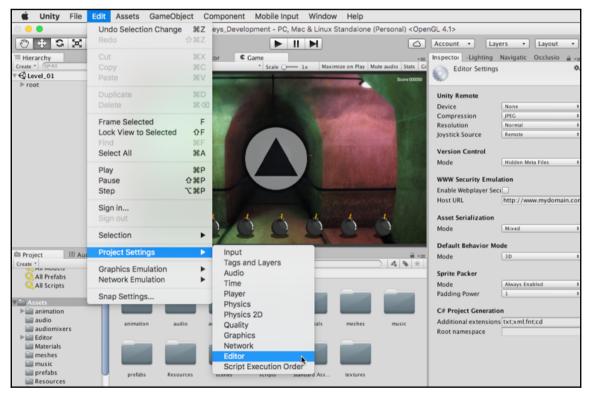






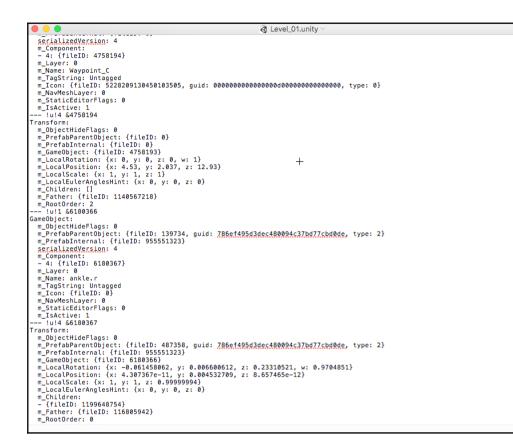
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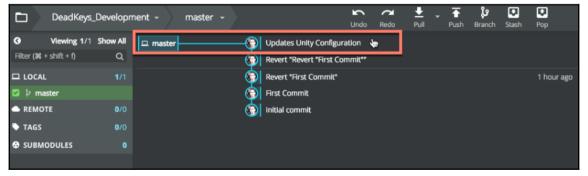




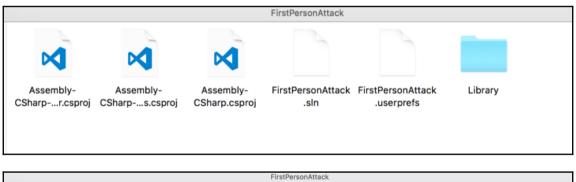
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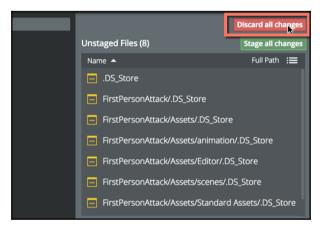


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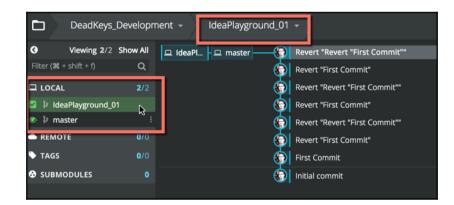
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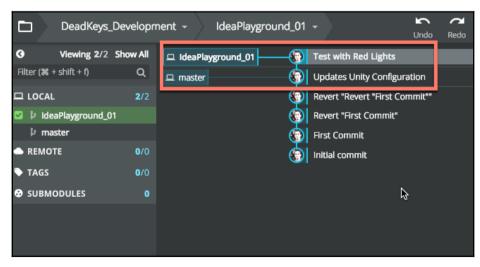
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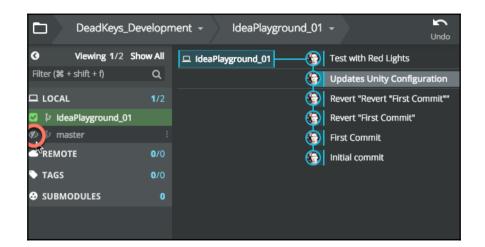


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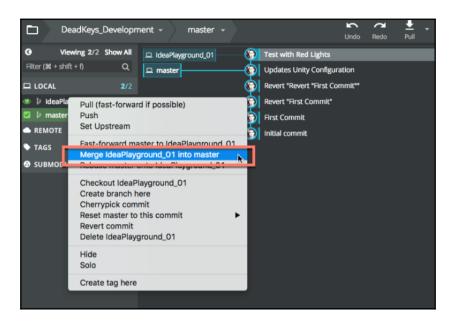
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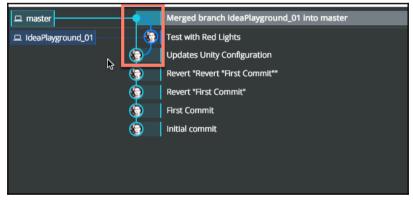






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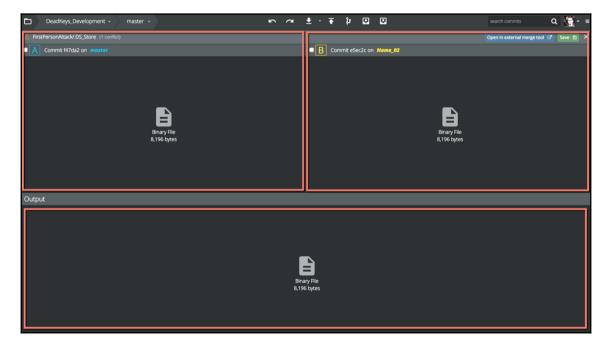
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2 ᠙ n Push ⊾ _{REM} Set Upstream		© ©	Revert "Revert "First Commit"" Revert "First Commit"
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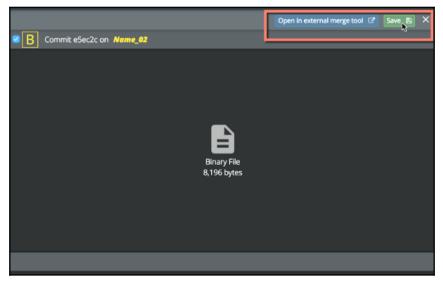
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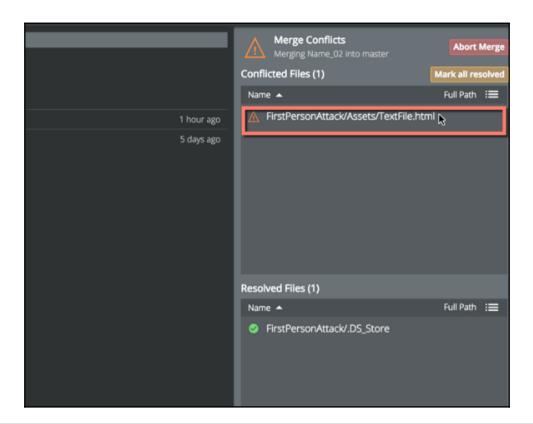
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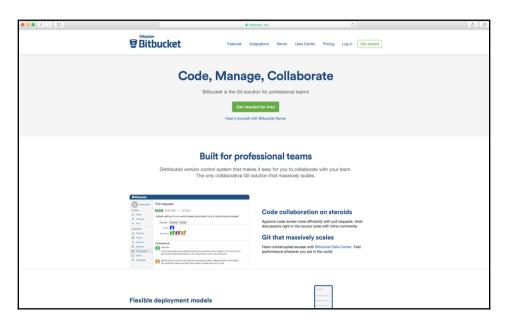
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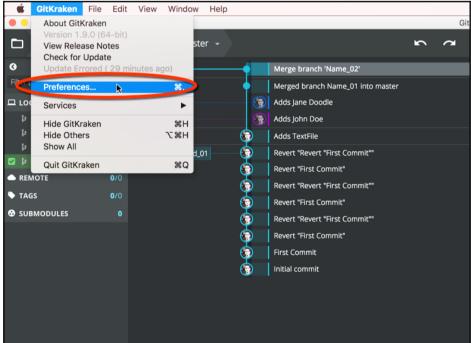


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	Resolved Files (2)	
	Name 🔺	Full Path 🛚 📰
	FirstPersonAttack/.DS_Store	
	FirstPersonAttack/Assets/TextFile.html	
	Commit Message	
	Merge branch 'Name_02'	
	Conflicts: FirstPersonAttack/.DS_Store FirstPersonAttack/Assets/TextFile.html	
(	Commit and Merge	Merge





Exit Preferences	Authentication Set up SSH and stay logged in to streamline your experi	ence. GitKraken can even use a dif	ferent SSH key for each service.	
General	SSH Defaults	<b>G</b> itHub.com	GitHub Enterprise	Bitbucket.org
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Git Flow				
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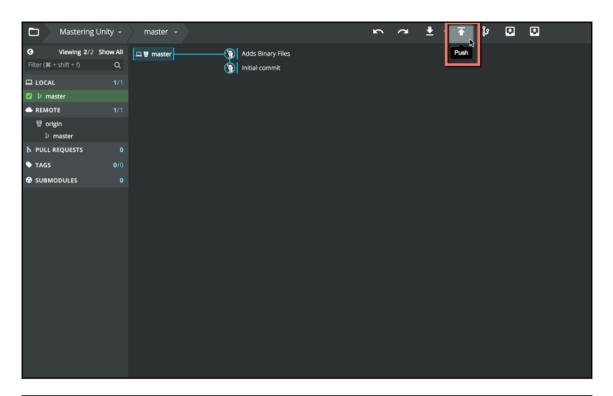
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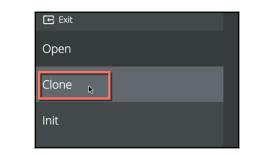
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Name	Mastering Unity Git Repo	
Description	Book Files for Managing Dead Keys	
Access	Private	
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	Create Repository and Clone	

Account	👻 alan_thorn	
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Description	Book Files for Managing Dead Keys	
Access	Private	
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License		
	Create Repository and Clone	

≡ <b>9 Bitbucket</b> Teams -	Projects -	Repositories -	Snippets -
Dashboard		RECENTLY VIEWE	D
Overview Repositories	Pull request	RECENTLY UPDAT	red
		Ø Alan Thorn /	Mastering Unity
	]		
Everything's awesome	1		
All your pull requests and reviews a and dusted.	are done	Create repository	/
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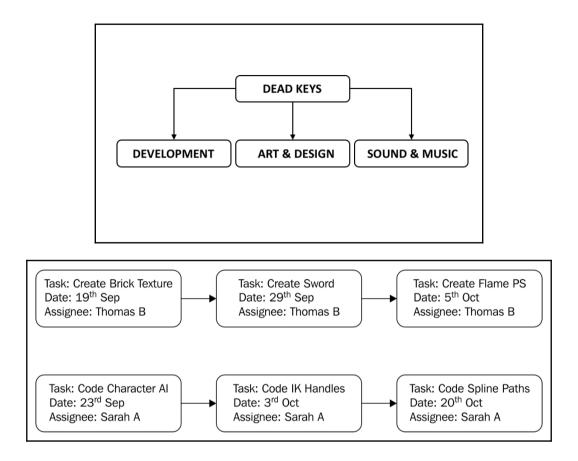


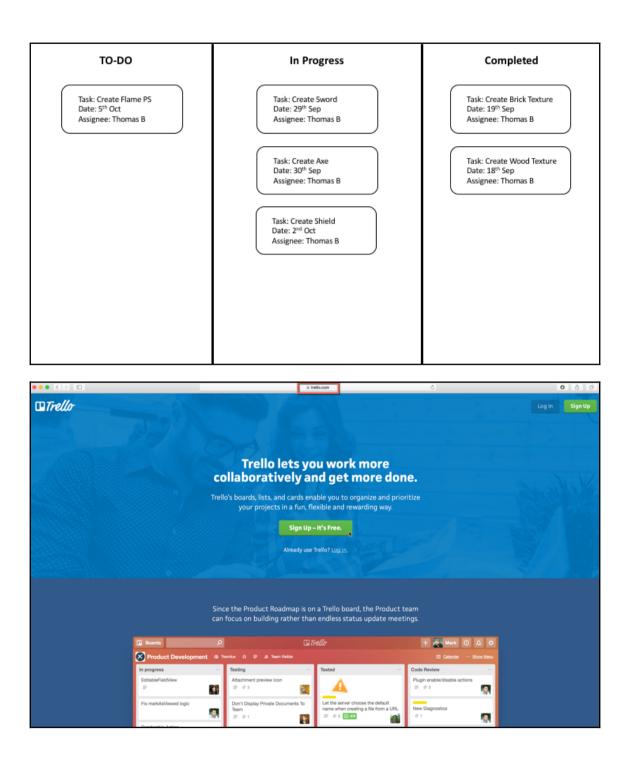
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## **Project Management and Version Control**

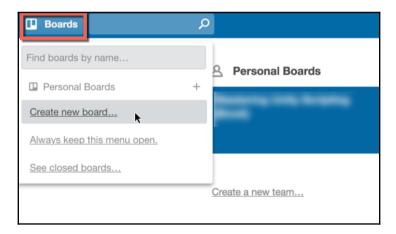




Boards	ρ	La Trello
	A Personal Boards	
		Create new board
	Create a new team	

Create Team	$\times$
Name	
My Unity Team	
Description (optional)	
Team Project for Dead Keys	4
Create	
Create A team is a group of boards and people. helps keep your company, team, or famil organized.	

	2	My Unity Team Project for Cedit Team	r Dead Keys	te Settings	🛱 Business Class		k	
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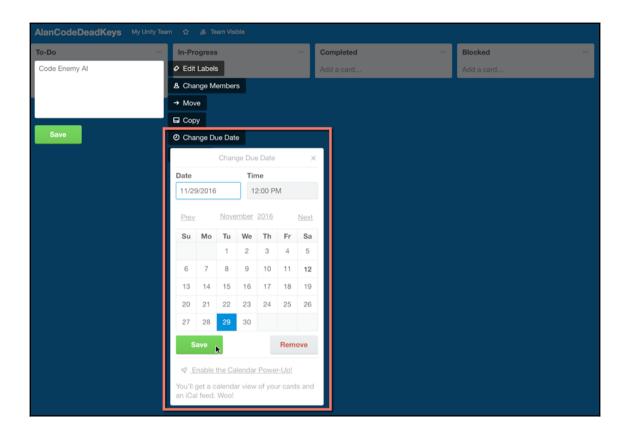


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AlanCodeDeadKeys My Unity Team 🏠 💰 Team Valble						
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Add a card	Add a card	Add a card	Add a card			

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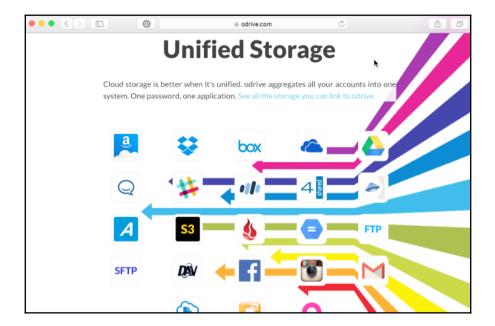
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3 Alan Thorn added Checklist to this card 10 minutes ago	a Aldine
B Alan Thorn added this card to To-Do 34 minutes ago	Share and more

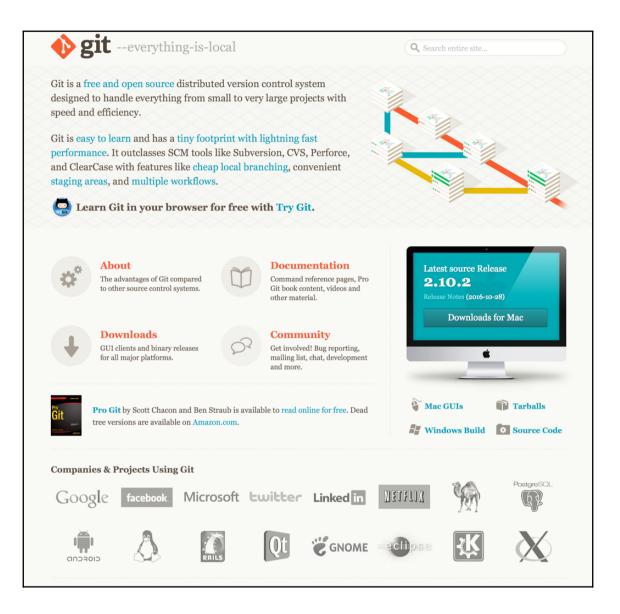
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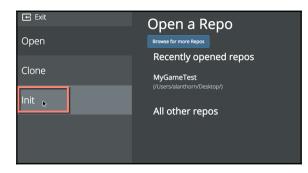
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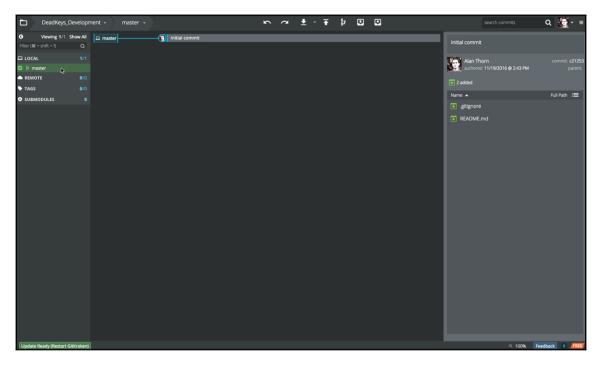


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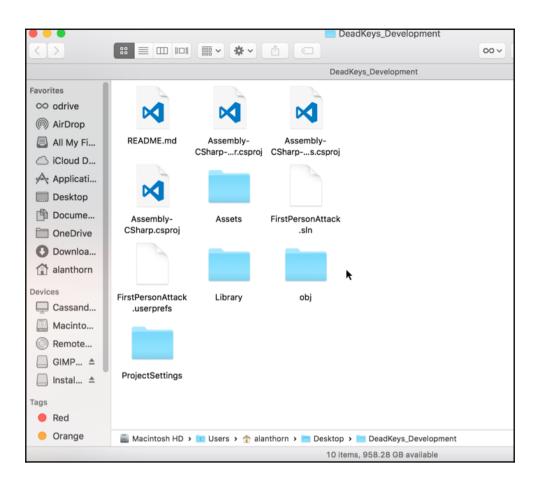


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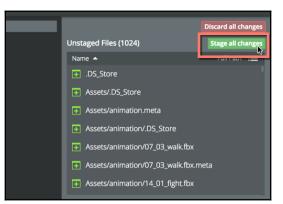


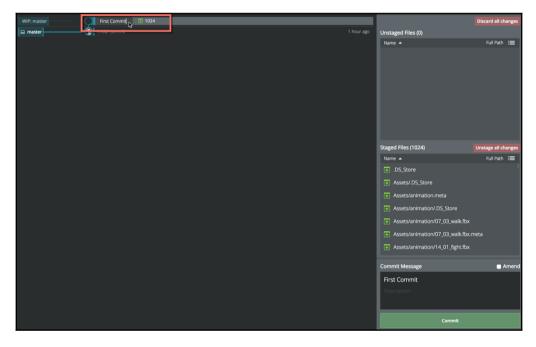
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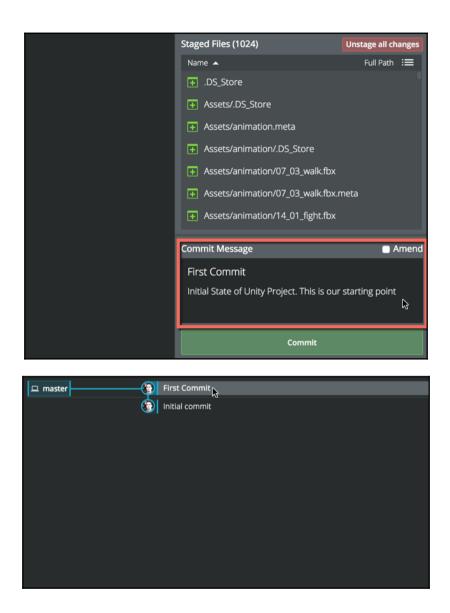


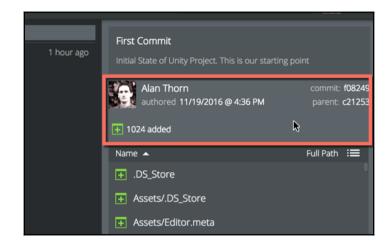
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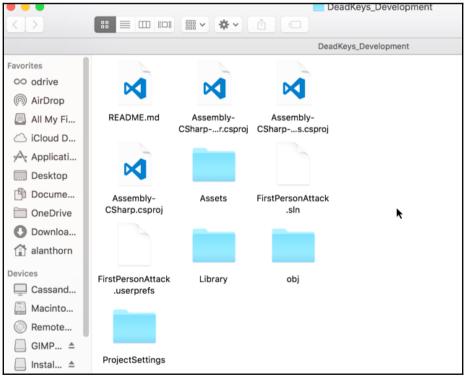
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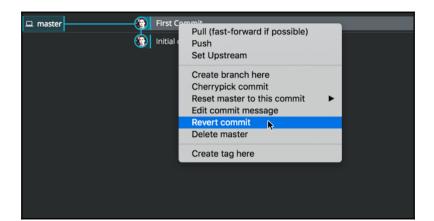






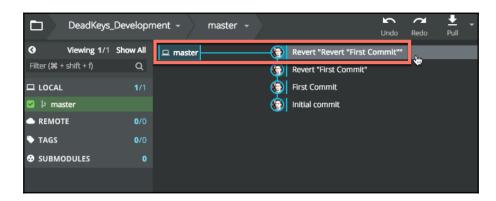


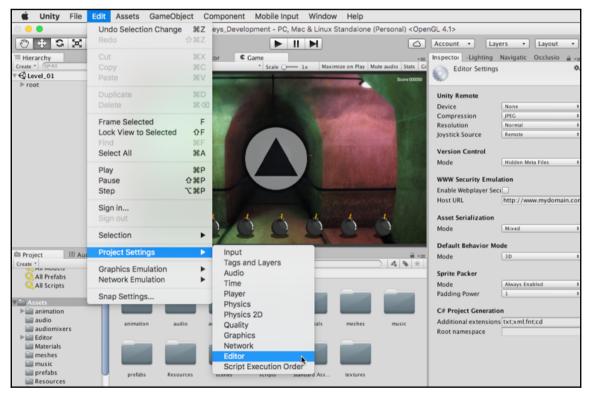






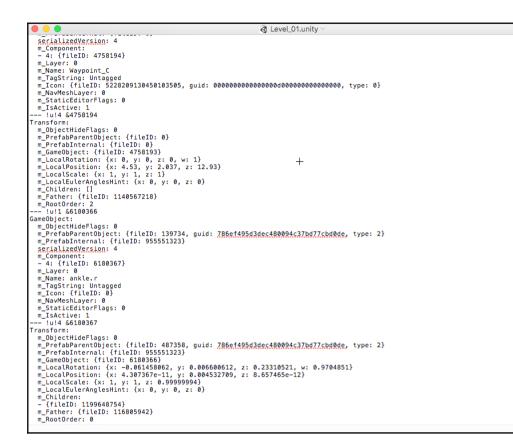
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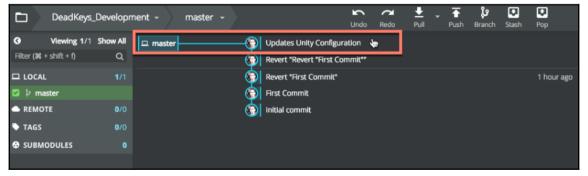




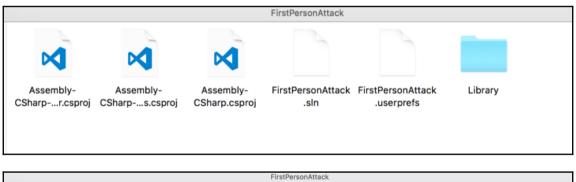
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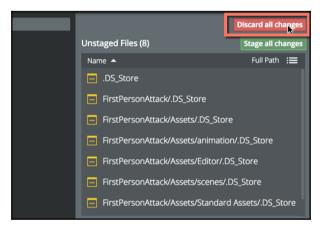


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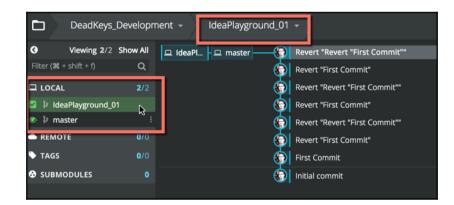
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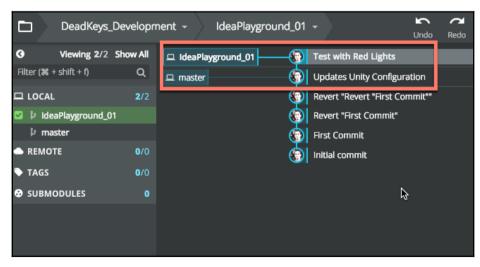
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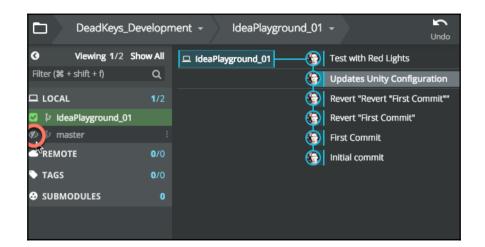


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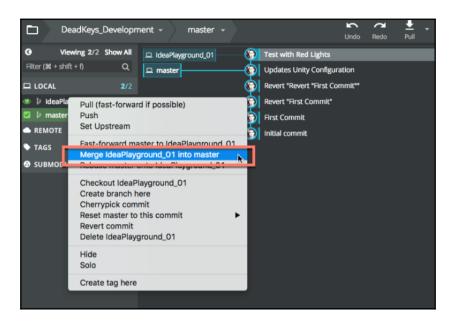
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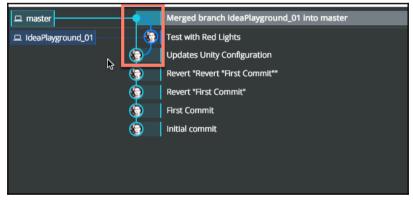






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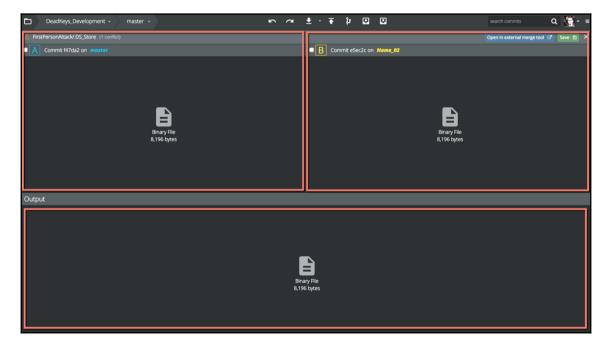
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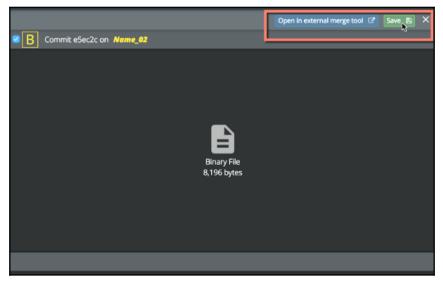
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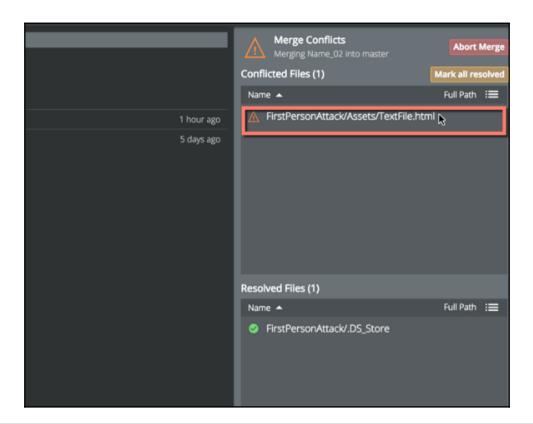
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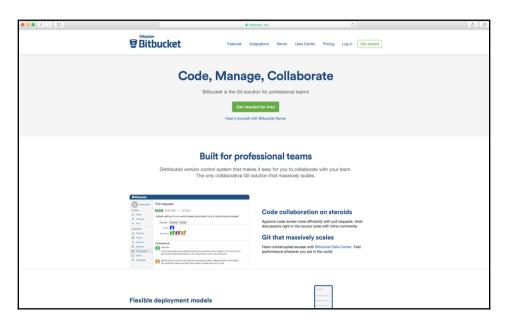
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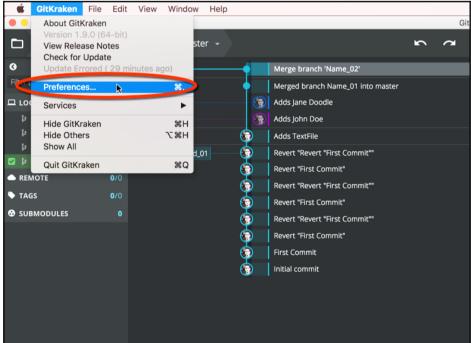


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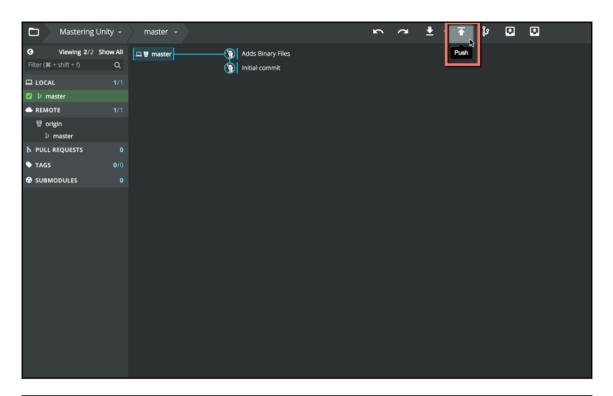
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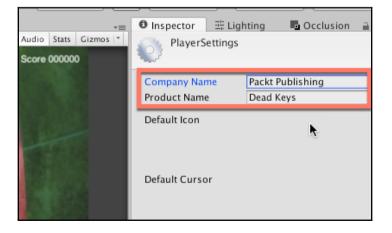
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Persistent Data -Load and Save Game States

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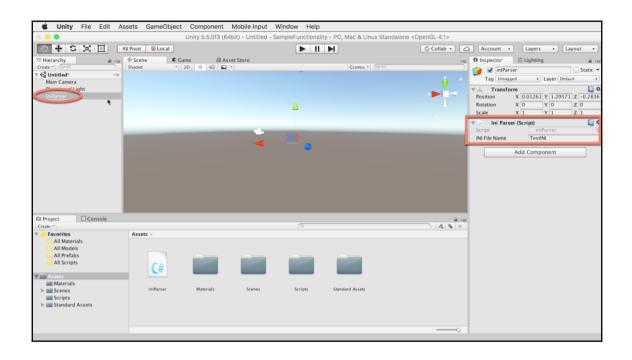


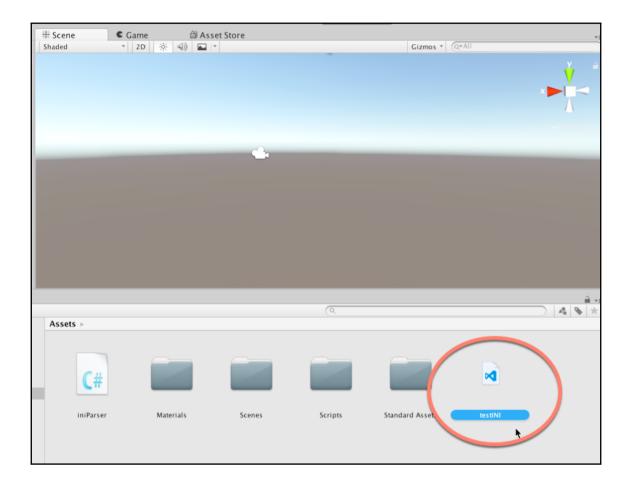
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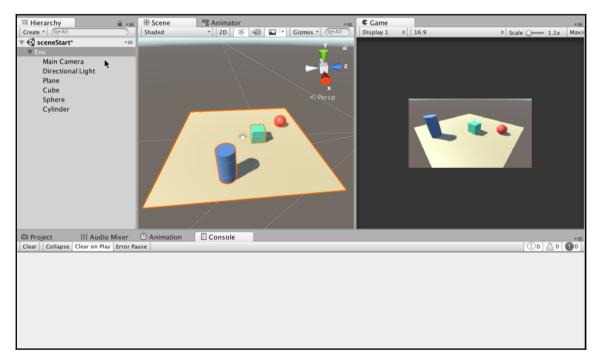
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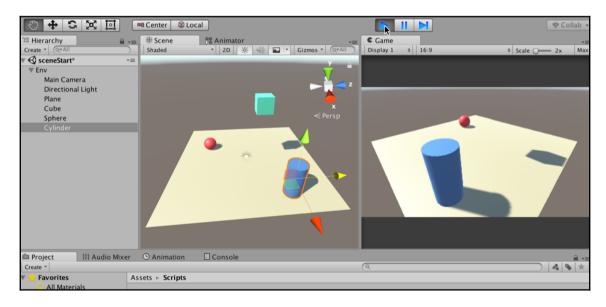




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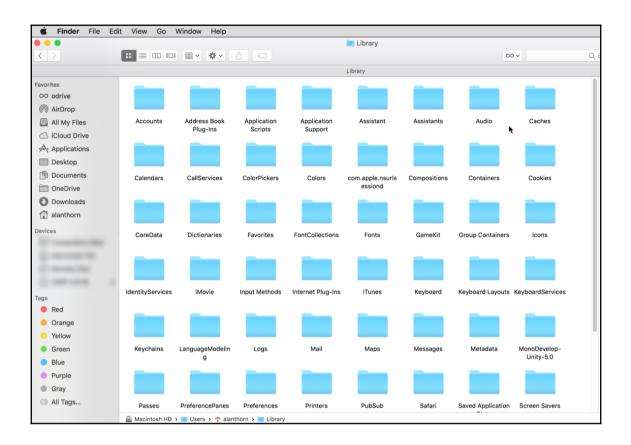


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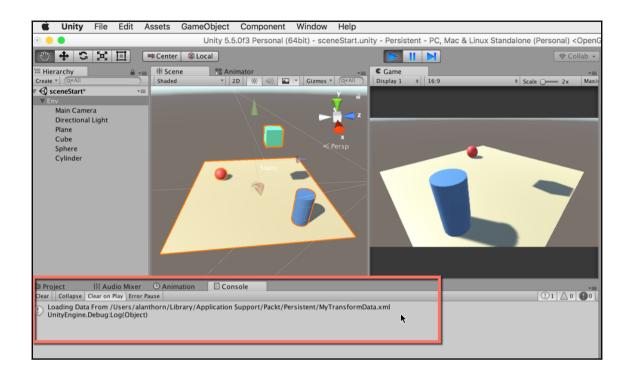
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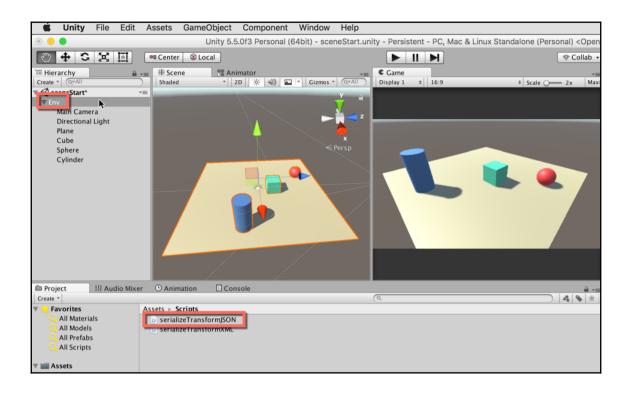
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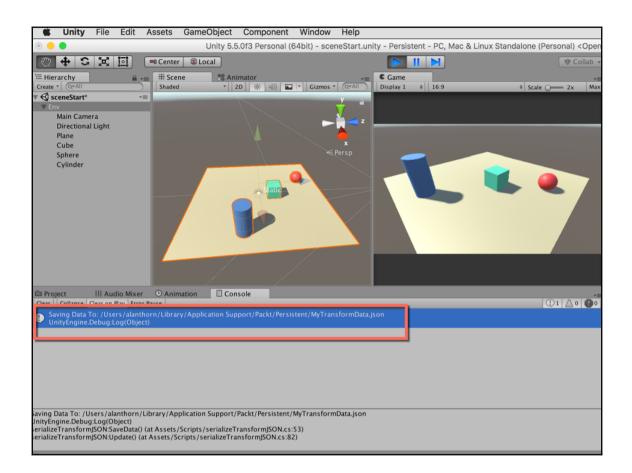
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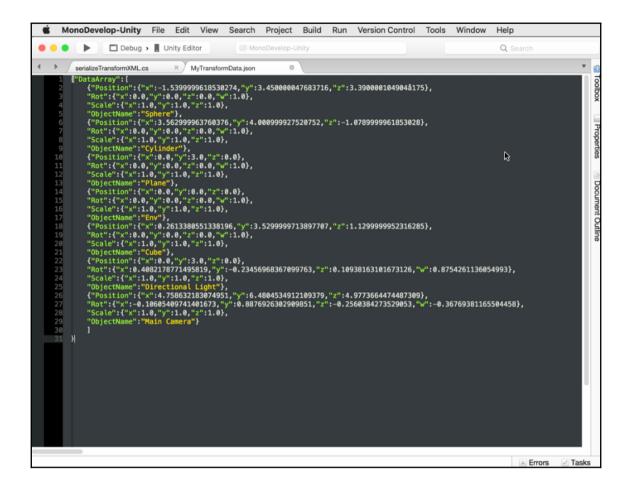
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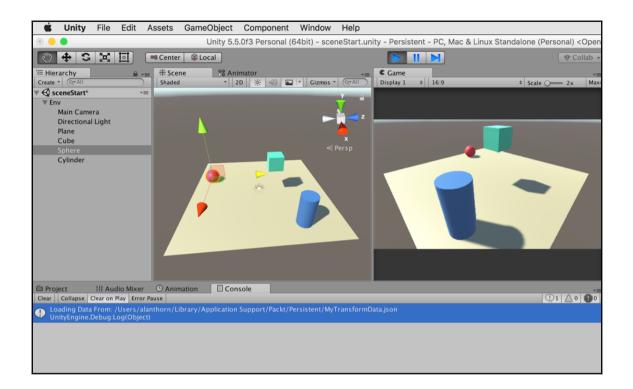


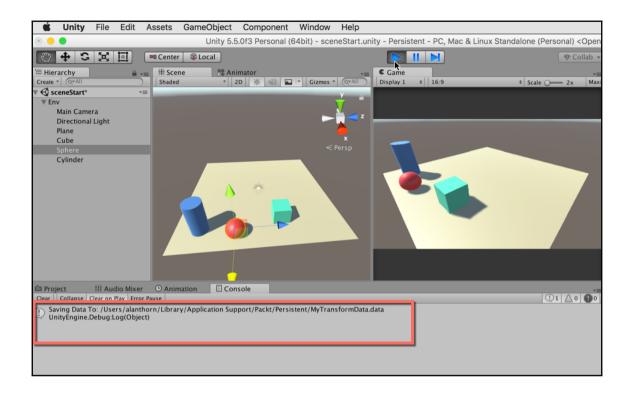
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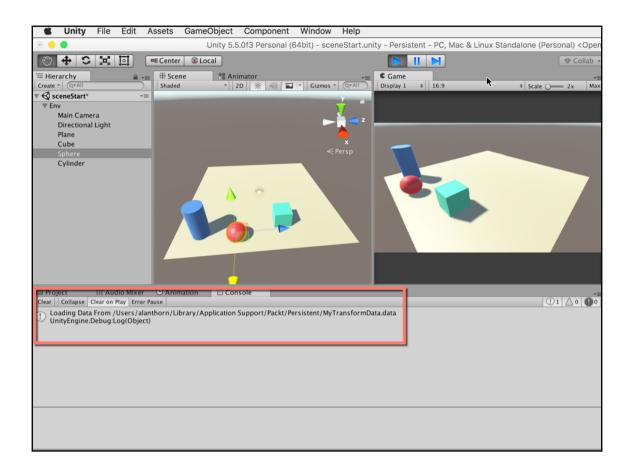


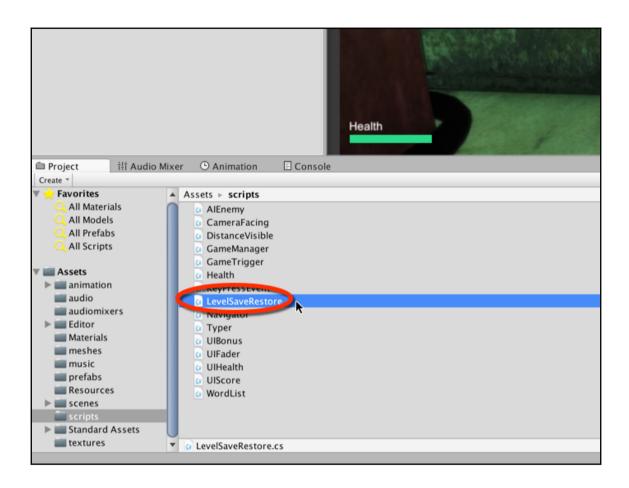


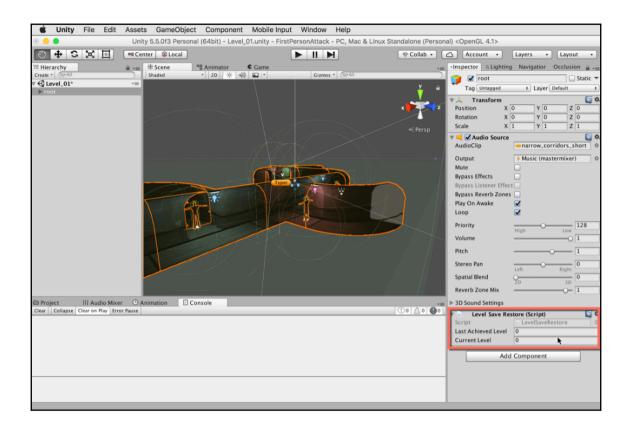


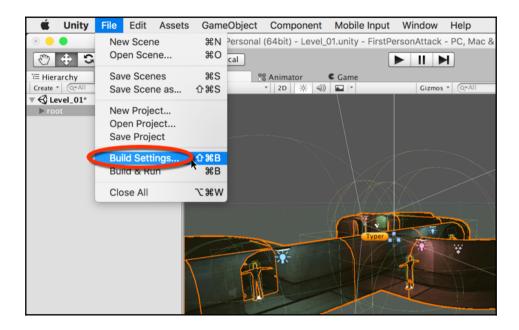


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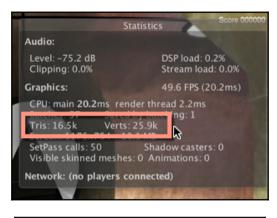


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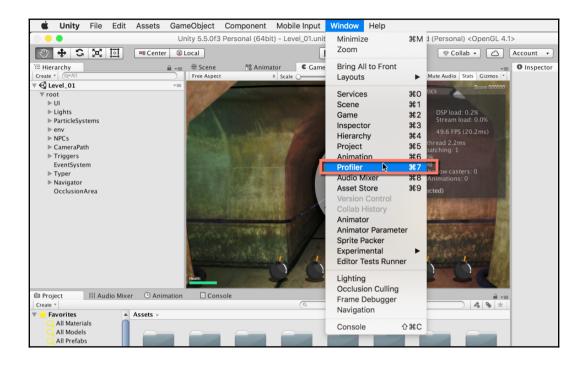
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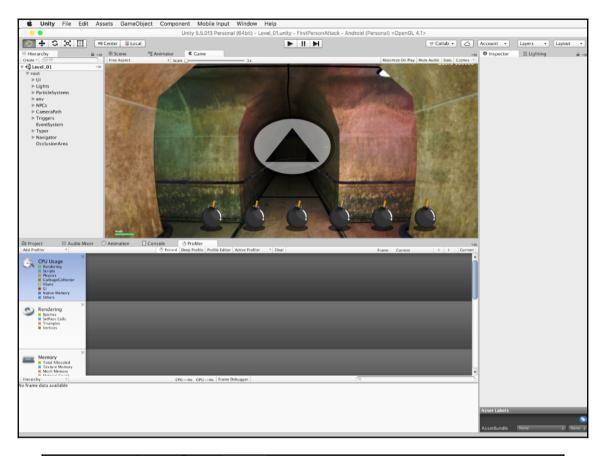






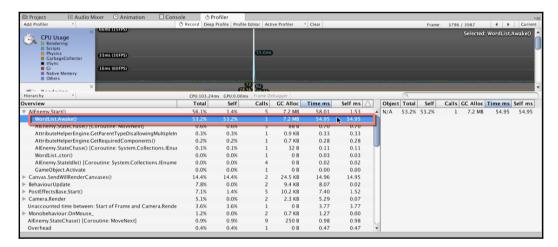
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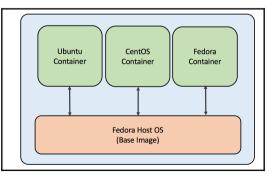


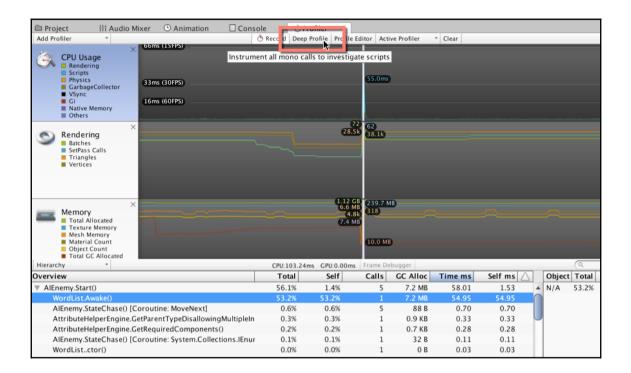


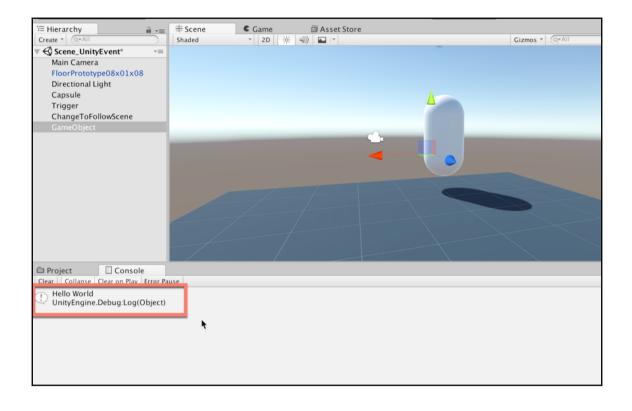
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Memory Texture Memory Mesh Memory Mesh Memory Verview WaitForTargetFPS Camera.Render Overhead Animators.Update Physics.Processing	×	Total 65.1% 14.5% 6.0% 2.2% 1.7%	Self 65.1% 0.6% 6.0% 0.0% 0.6%		GC Alloc 0 B 0 B 0 B 0 B 0 B	4.30 0.96 0.39 0.14 0.11	4.30 0.04 0.39 0.00 0.04	Ô		for per-object	breakdown
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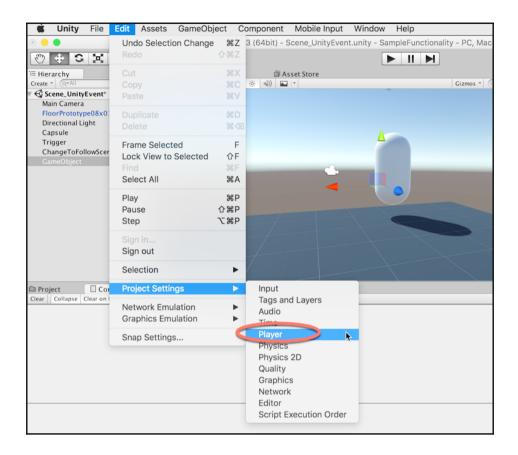
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 Canvas.SendWillRenderCanvases() 	14.4%	14.4%	2	24.5 KB	14.96	14.95					
BehaviourUpdate	7.8%	0.0%	2	9.4 KB	8.07	0.02					
PostEffectsBase.Start()	7.1%	1.4%	5	10.2 KB	7.40	1.52		Select Line for	r per-object breakdo	wn	
Camera.Render	5.1%	0.0%	2	2.3 KB	5.29	0.07					
Unaccounted time between: Start of Frame and Camera.Render	3.6%	3.6%	1	0 B	3.77	3.77	4				
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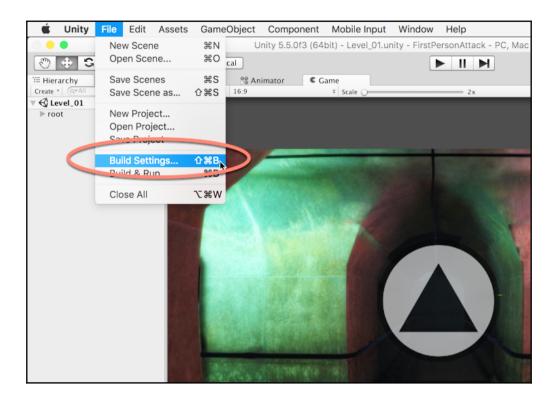
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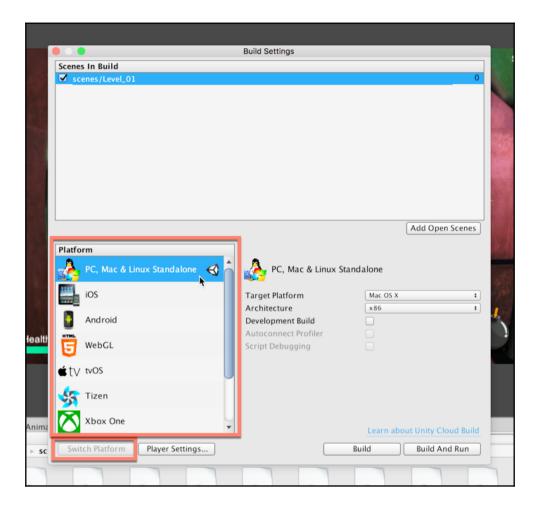
```
PlayerController 🕨 🛄 FixedUpdate ()
    1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
     Δ
    public class PlayerController : MonoBehaviour
6 {
7 private Transform ThisTransform = null;
8 private CharacterController ThisController
              private CharacterController ThisController = null;
     9
             public float Speed = 2f;
public float RotSpeed = 90f;
   11
12
13
14
15
16
              void Awake ()
              ł
                    ThisTransform = GetComponent<Transform> ();
ThisController = GetComponent<CharacterController> ();
   17
18
19
20
21
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27
28
29
30
31
32
33
              // Update is called once per frame
              void FixedUpdate ()
                    float Vert = Input.GetAxis ("Vertical");
float Horz = Input.GetAxis ("Horizontal");
                    ThisTransform.Rotate (0,RotSpeed * Horz * Time.deltaTime,0);
                    ThisController.SimpleMove(ThisTransform.forward * Speed * Vert);
                    if (Input.GetKeyDown (KeyCode.Space))
                    ł
                          DebugManager.PrintMessage ("hello");
   34
   35
36 }
37
                                                                             R
```

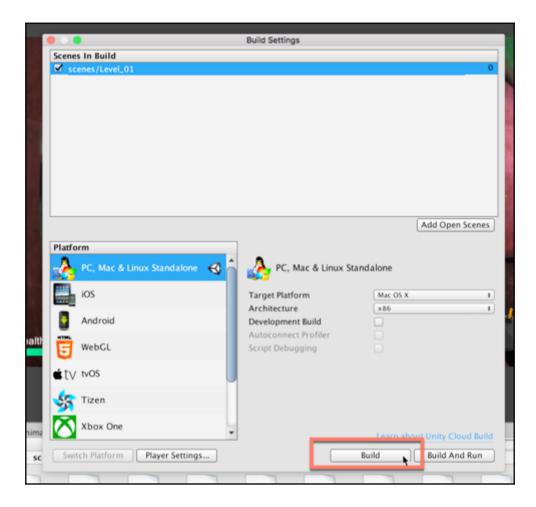
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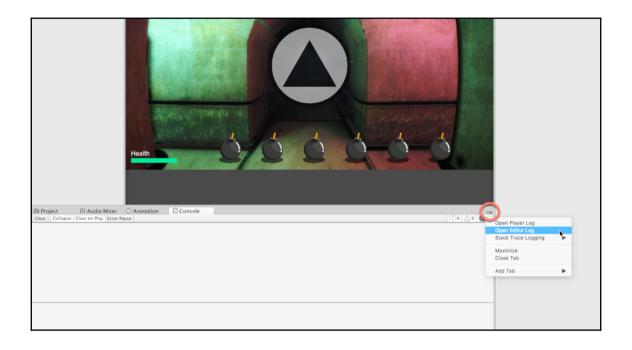
```
PlayerController > III FixedUpdate ()
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
public class PlayerController : MonoBehaviour
{
    private Transform ThisTransform = mull;
    private CharacterController ThisController = mull;
    public float Speed = 2f;
    public float Soped = 2f;
    public float ActSpeed = 90f;
    // Use this for initialization
    void Awake ()
    fustransform = GetComponent<Transform> ();
    ThisController = GetComponent<CharacterController> ();
    }
    // Update is called once per frame
    void FixedUpdate ()
    float Vert = Input.GetAxis ("Vertical");
    float Horz = Input.GetAxis ("Horizontal");
    ThisTransform.Rotate (0,RotSpeed * Horz * Time.deltaTime,0);
    //ThisTransform.position += ThisTransform.forward * Speed * Vert * Time.deltaTime;
    ThisController.SimpleMove(ThisTransform.forward * Speed * Vert);
    if (Input.GetKeyDown (KeyCode.Space))
    {
        DebugManager.PrintMessage ("hello");
     }
}
```





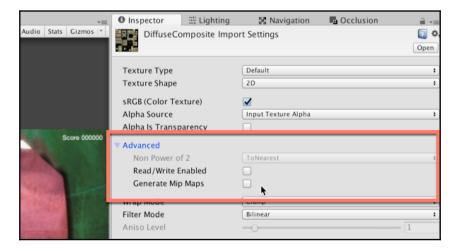


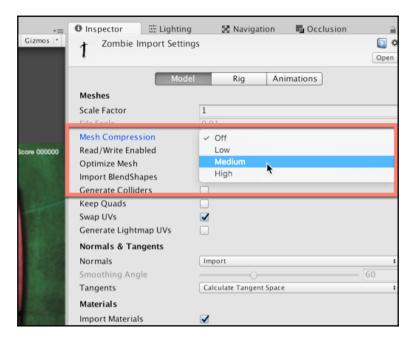


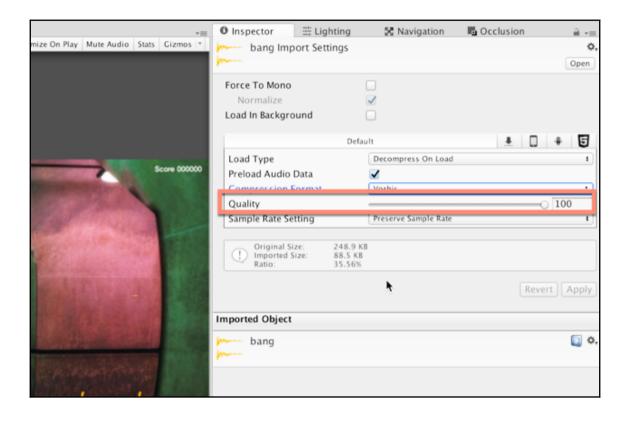
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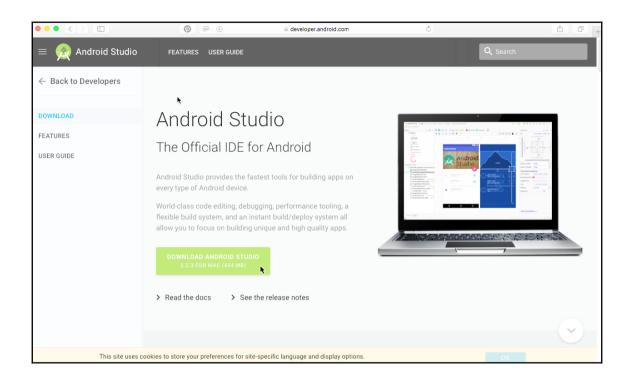






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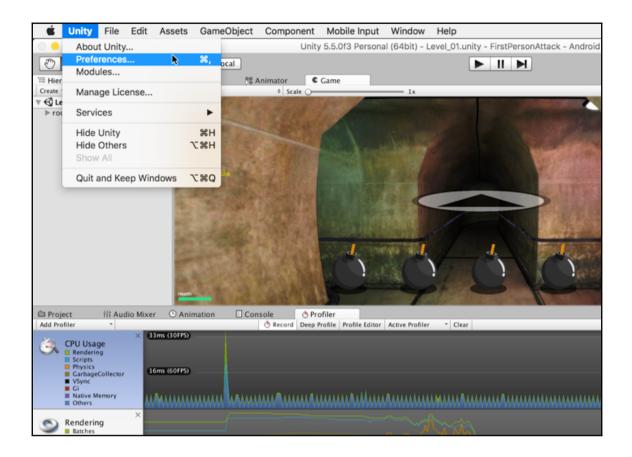
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	Android 4.2 (Jelly Bean)	16	5	Not installed
Plugins	Android 4.0.3 (IceCreamSandwich)	15	5	Not installed
Build, Execution, Deployment	Android 4.0 (IceCreamSandwich)	14	4	Not installed
Tools	Android 3.2 (Honeycomb)	13	1	Not installed
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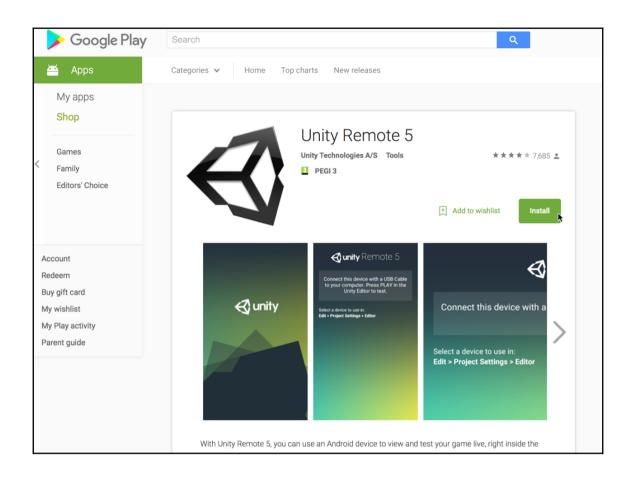
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Usage Statistics	Android 7.0 (Nougat)	23	2	Not installed		
Android SDK	Android 6.0 (Marshmallow)	23	3	Not installed		
Notifications	Android 5.1 (Lollipop)	22	2	Not installed		
Quick Lists	Android 5.0 (Lollipop)	21	2	Not installed		
	Android 4.4W (KitKat Wear)	20	2	Installed		
Path Variables	Android 4.4 (KitKat)	19	4	Installed		
Keymap	Android 4.3 (Jelly Bean)	18	3	Installed		
Editor	Android 4.2 (Jelly Bean)	17	3	Not installed		
Plugins	Android 4.1 (Jelly Bean)	16	5	Not installed		
Build, Execution, Deployment	Android 4.0.3 (IceCreamSandwich)	15	5	Not installed		
	Android 4.0 (IceCreamSandwich)	14	4	Not installed		
Tools	Android 3.2 (Honeycomb)	13	1	Not installed		
	Android 3.1 (Honeycomb)	12	3	Not installed		
	Android 3.0 (Honeycomb)	11	2	Not installed		
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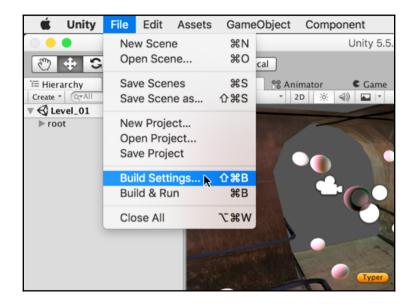


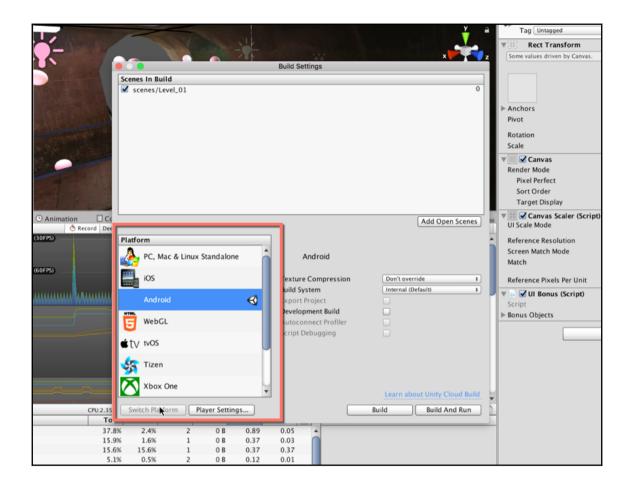
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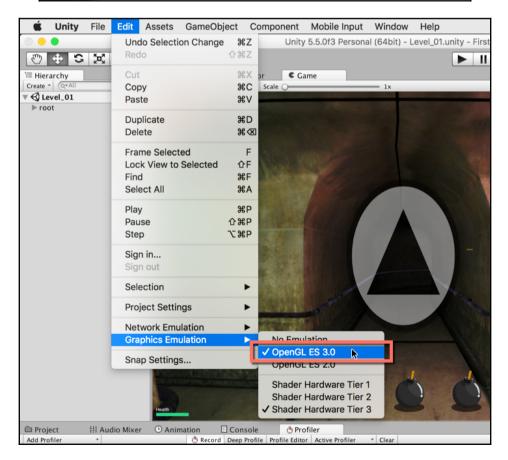




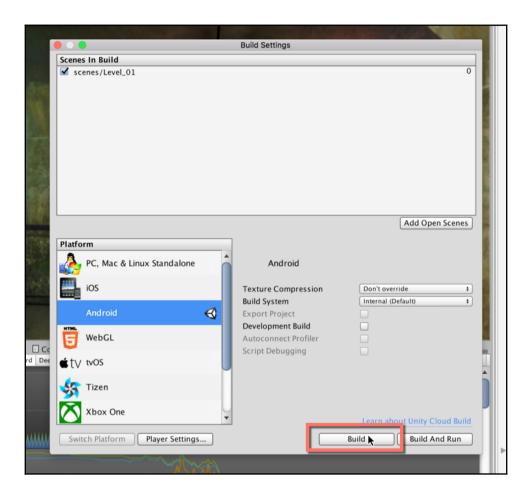


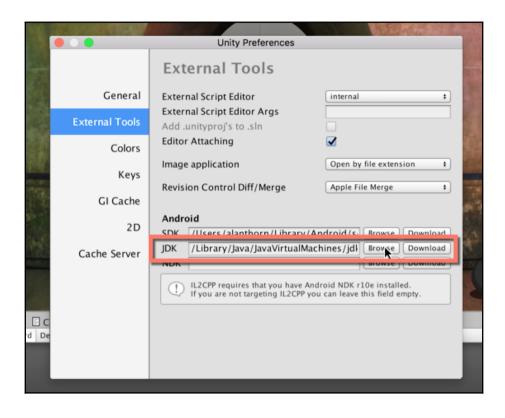
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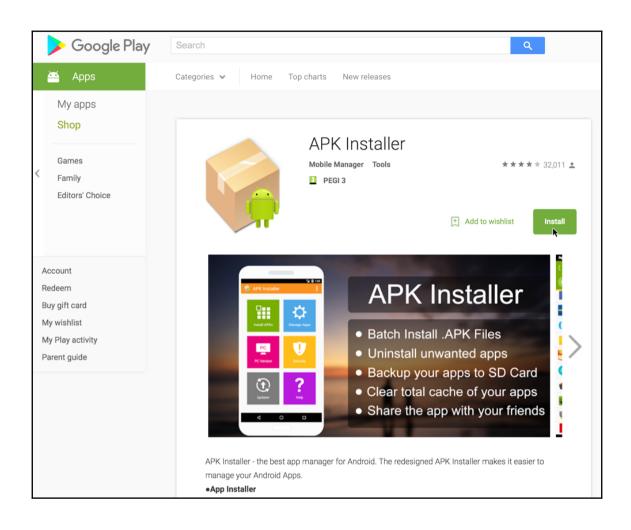
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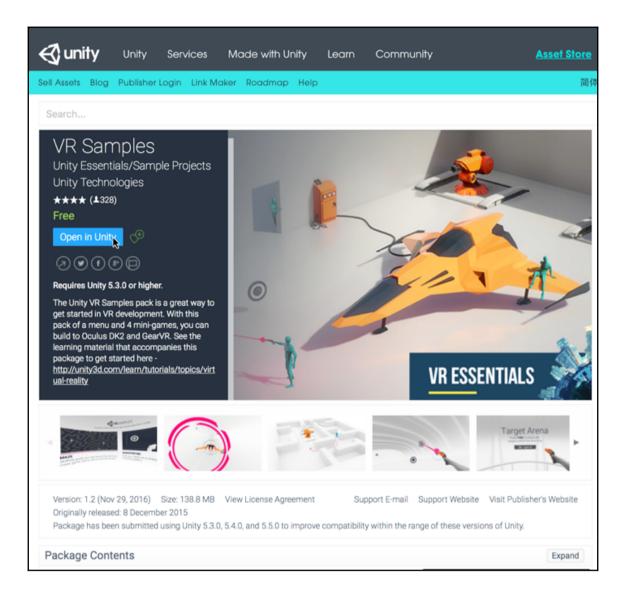


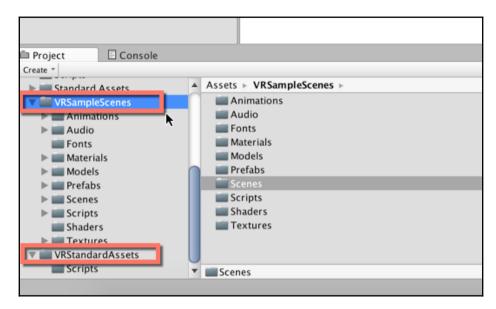
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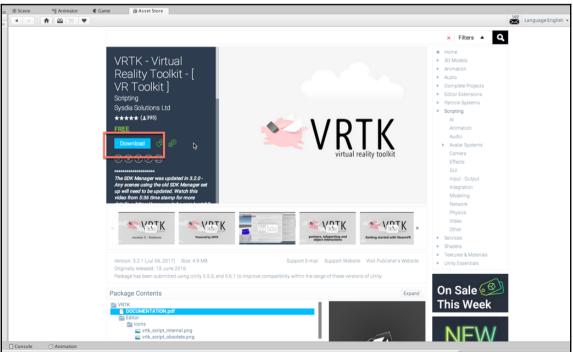


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