

Transcript

Hey, I'm at the halfway point. It's day 45. And I was doing the SpriteKit tutorial today. So I was able to put in the the ninja shooting the monsters, it was a lot of fun making the game. I'm having fun learning that and playing with it. And then there were some really cool math involved check this out. So one of the things you have to do is actually calculate the trajectory that the ninja fires that, make sure that it goes off screen. So we're actually creating a lot of trig functions in there to make it all work.