Module

Feed the Teddies

Lesson

Feed the Teddies

Lecture

Full Gameplay

In this lecture we'll look at the implementation of homing behavior in the game using an Actor Component

- Recap
  - We saw how to we can make teddy bears (and teddy bear projectiles) exhibit homing behavior!
  - We saw how cool Actor Components are, letting us add the same behavior to multiple objects
  - Using a homing component was a much better solution than inheritance in this case