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| TASK: **Simple game build review** |
| Task explanation |
| I was asked to add more attachments to my game and learn new techniques to improve my game where a person would see that improvement and development of your game level. |
| Problems |
| I had some problems when adding new things on my event sheet because sometimes I had to replace what I had added or keep it as the same. |
| Solution  |
| I fixed this by being more experimental with the events by finding the right objects that fit the game perfectly. |