**Function and features**

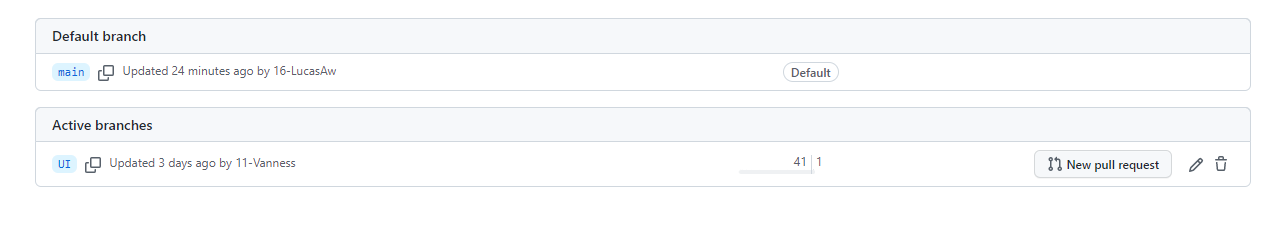
* Audios for the Gun (Gunshot Sfx, Reload Sfx) and the Enemies (Movement Sfx, Punch Sfx for both enemies).
* Animations for the Enemies (Movement, Punching)
* Enemy movement
* Enemy attacking

Movement

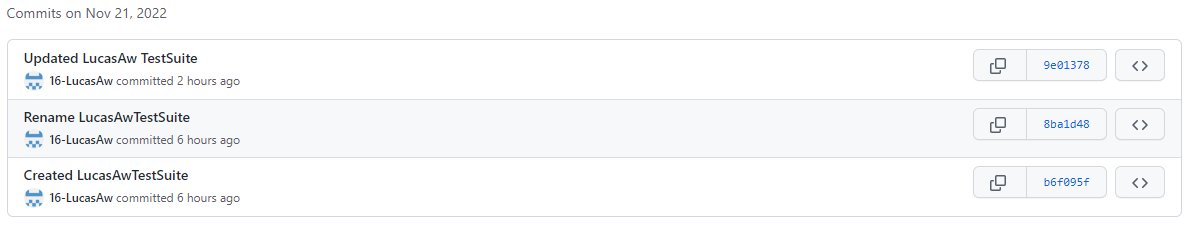
Punching

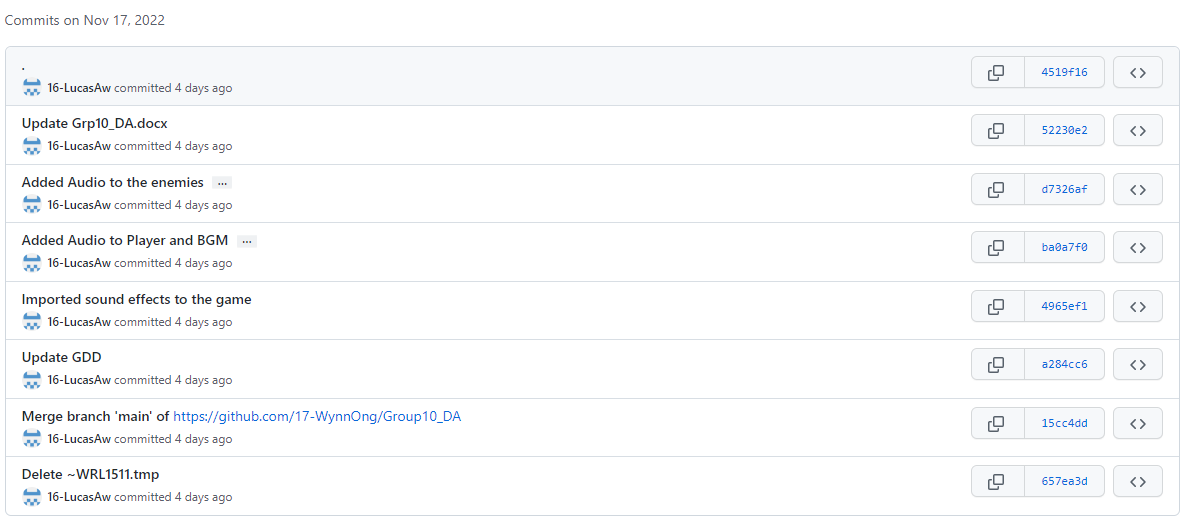
**Branches and Merges**

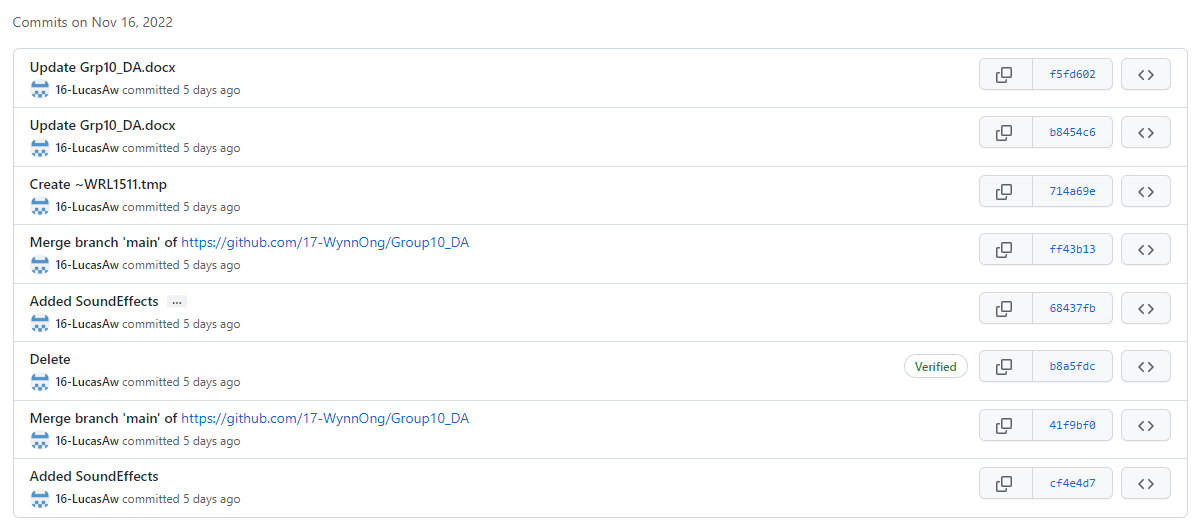
* **Branches**



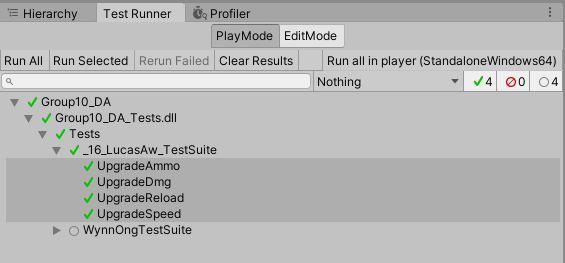
* **Merges**

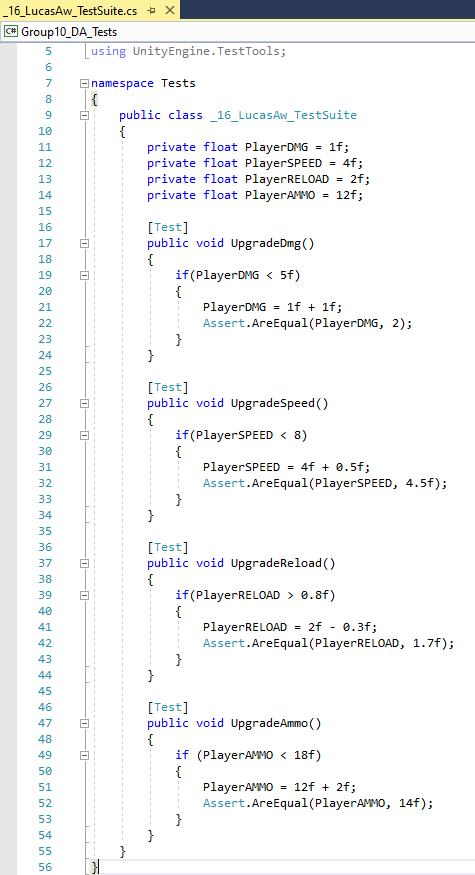




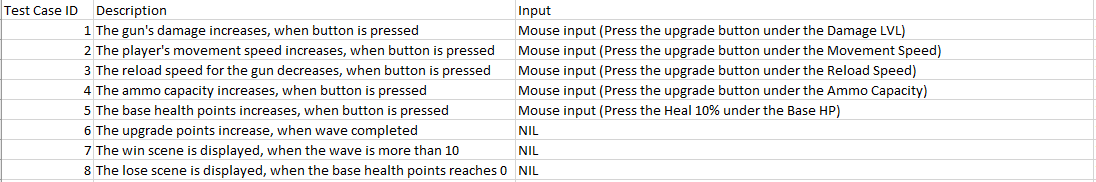


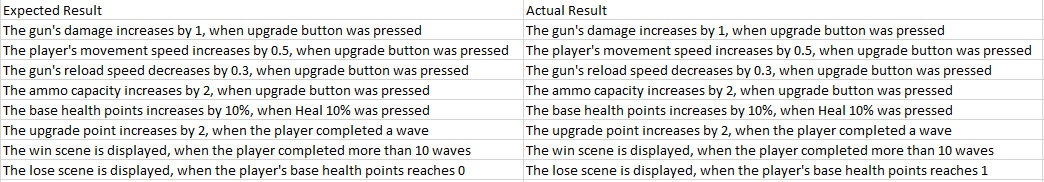
**Unity Test Runner**

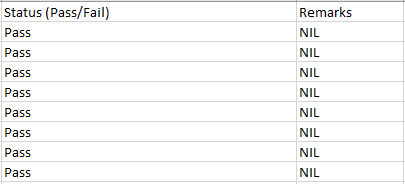


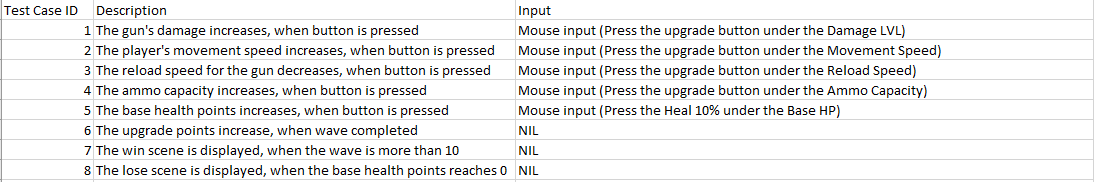
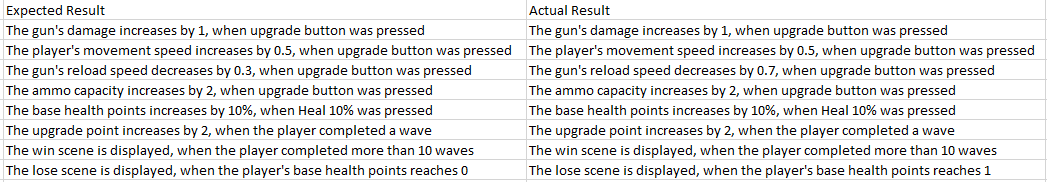


**Test Cases**

* Mohamad Hazwan Bin Mohamad Amin





* Yap Kee Pin Julius

