

Intro:

- Game is in the SampleScene

Objects On Screen:

- Player
- Boss (Enemy)
- Platforms

Object Behavior:

- The platforms have collision, define the boundary of the game, keeping the player and enemy within an area. Also defines what actions the player can take (in that it helps define when the player is grounded), which affects what actions the player can take.
- The enemy will follow the player, within a certain distance. They will also attack the player at a set time interval, dealing a 1/3 of the player's health bar.
- The player can jump off of platforms and the enemy, they can attack the boss enemy, and they can also dodge through the boss enemy.

Player Controls:

- Esc Key - Restart the level
- A & D Keys - Move left & right
- Space Bar - jump
- Left Mouse Click - Attack
- Right Mouse Click - Dodge (in whatever direction you're facing)

Game Ends:

- Lose Condition - Having your health reach 0. (You lose 1/3 of your maximum health with every hit).
- Win Condition - Make the boss enemy's health reach 0. (Boss loses 4% of its maximum health with every hit).
- You should see a popup screen that says if you lost or won if either condition is met, and will automatically restart the level.