**GAME SCRIPTS (LOGICS)**

1. **Player Controller Script:**

* Player movement, shooting, and interactions.
* Inventory management and equipped weapons.
* Health bar management
* Sound on picking up the weapons

1. **Enemy AI Script:**

* Enemy behavior, including patrolling and attacking.
* Enemy will attack automatically when we are near.
* Enemy will stop walking when we fire.
* Enemy will drop his tools (weapon and coins)

1. **Weapon System Script:**

* Weapon management, upgrades, and shooting mechanics.
* Show weapons on the screen
* All weapons have different power to attack.

1. **Inventory Script:**

* Inventory tracking for weapons and coins.
* Inventory will be updated after getting the coins and weapons

1. **Obstacle Interaction Script:**

* Interactions with obstacles affecting health or power-ups.
* Obstacles will be disappeared when player go near to it.

1. **Boss AI Script:**

* Boss behavior, health, and special attacks.
* Key drop when boss is defeated.
* Boss is 5 times more powerful than other enemies.
* After killing boss will be replaced with the key.

1. **Key Pickup Script:**

* Key management when obtained from the boss.

1. **Cage and Partner Script:**

* Partner's cage state management and gate animation.
* Cage only opened when we have a key.
* Cage automatically opened when we go to it.
* When cage gate is opened partner start walk.
* When partner is out of the cage game will end and main menu will display.

1. **UI and Menus Script:**

* Main menu, game over screen, and HUD elements.
* HUD element includes mini map and enemies, partner and boss location and inventory.

1. **Game Manager Script:**

* Overall game flow control, including start, pause, and end game logic.

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| SHAHROON KHAN | 1-2 (Player and Enemies) |
| ABU HURAIRA | 3-5 (Weapon, Inventory and Obstacles) |
| ZARNOSH KHA | 6-7 (Boss and Key) |
| IRTIZA ALI | 8 (Cage and Partner) |
| OWAIS ASAD | 9-10 (UI and Game Management) |