**Processes (Subsystems within the Unity Game Process)**

1. **Player System** – Handles player inputs, movement, abilities, physics, stats, and interactions.
2. **Enemy System** – Governs enemy AI, movement, attacks, and interactions with the player.
3. **Boss System** – Similar to enemies but with distinct multi-phase behavior.
4. **Level System** – Manages background, tiles, interactable objects, and objectives.
5. **Audio System** – Controls background music and sound effects.
6. **UI System** – Manages menus, HUD elements, and player feedback.
7. **Powerup System** – Handles the activation of weapons, projectiles, and temporary stat boosts.

**Data Stores (Where Persistent or Temporary Data is Kept) – In case we would need these**

* **Player Stats Data Store** – Stores player health, score, collected power-ups.
* **Game State Data Store** – Holds save data (if applicable), level progression, and checkpoints.
* **Enemy/Boss Data Store** – Maintains enemy behavior parameters, HP, and attack phases.
* **Level Data Store** – Stores tile layouts, objectives, and interactive elements.
* **Audio Data Store** – Holds music and sound effect assets.

***TechDown:* Data Flow Diagram Abstraction Levels**

Context

2

2

3

5

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Diagram 0

User  
Inputs

Boss  
System

Enemy  
System

Audio  
System

Weapon/Powerup  
System

UI+HUD  
System

Player  
System

Controller  
System

Level  
System

Game Feedback

User  
Entity

Peripheral inputs

Unity  
Game

0