



# Scripts Documentation

| There are no controls out of the box. All you can do is watch as enemies bombard you.

**Your goal is to write scripts that will give player an ability to move and shoot.**

- **Enemy** script is used in every enemy prefab. It handles damage/death and has 4 serialized fields: WalkSpeed, DamageAmount, MovementSmoothing and DeathParticles
- **EnemySpawner** script is used on a EnemySpawner gameObject. It tracks the player Rigidbody position and injects it to every spawned enemy. It has serialized fields for enemies per wave, enemy spawn interval and wave interval
- **GameEvents** is a singleton class that helps to decouple the code
- **Healthbar** is subscribed to OnPlayerDamaged event and updates the fill amount of the healthbar image
- **Player** class is a basic rigidbody2D controller that is used to rotate the player towards mouse position and handles damage/death