

Character Hp

Collection of Features :

- Add Hp Script for main character
- Character will die when Hp is 0

We will create a script for the main character Hp. which will be 100. When the Hp is 0, the main character will die and we will show a restart menu.

Attacken response

Collection of Features :

- Receiving enemy attacks will reduce character HP
- Each time the damage done by enemy will be 20.
- Play sound effect when the character receiving enemy attack.

We will keep tracking the HP for main character. Each time the damage done by enemy will be 20, and pplay sound effect when the character receiving enemy attack. When the Hp is 0, the main character will die and we will show a restart menu.

Snow particle

Collection of Features :

- Add snow particle effects
- The time of snow will be random