

## **HP script**

### **Collection features and description**

This will be a script for the characters' health.

It will have a Num element that stores the health for characters.

It will have a dead element that stores the live status for characters.

It will have a function that changes the status of the character, which will be live(0)/die(1).

It will have a function that changes the health with an input number.

The finished HP script will have two elements. One is the character's health, and the other is the character's status. There will also be two functions involved. One modifies the character's health, and the other modifies whether the character is currently dead or not.

## **Collision for enemy/characters**

I want my characters to not overlap each other when they collide with enemies, add physics to them, and have collision volumes. Once the Box Collider property is added to the object, the corresponding Box Collider property parameter settings will appear in the Inspector panel.

### **Collection features and descriptions:**

set location

set size

Detect enemy collision

detect collision with specific object

### **Weapon/bullet collision feedback**

I want to make the part about weapon volume. I want when using the gun, the bullet will disappear when it hits the enemy, and it will cause the player character to lose blood.

#### **Collection features and descriptions:**

The flight of the bullet is the speed.

When you touch an object, it disappears.

If the bullet can reach the player character, it will cause damage and disappear.

### **First person animation controller**

I want to add the action of the character using the firearm in the scene, and the state of the character holding the firearm. Align the gun model, screen, and camera to look like a first-person shooter. Set the weapon model as the parent of the main camera when doing an aim point deactivation. Also add the bullet path of the firearm.

#### **Collection features and descriptions:**

Mouse up, down, left, and right to provide perspective transformation

Left click to shoot

Right click for zoom

R for reload

Number keys 1-9 can change the type of firearm

Add gun action, and follow the camera

### **Enemy animation controller**

I want to create enemies. And when encountering different instructions, the corresponding actions can be fed back to the player. Enemies shake and lose blood when attacked. When the enemy detects the player, it will move. Set the enemy's turn speed, and behavior mode.

**Collection features and descriptions:**

enemy movement script

Attack

move speed

Find the player's path

Dodge when attacked

Bleeding when attacked