Assignment 3 Notes

# Personnel

* Trung Le – ID 101264698
* Shu Deng – ID 101260645

# Controls

* Jump: SPACE
* Melee: K
* Ranged: L

# Features

* Player melee + ranged attacks
* Player gains x2 attack power if HP < 50%
* Melee + ranged enemies & corresponding behaviours + state switching
* Obstacles: barrels + traps
* Player & enemies can hit barrels
* Scoring system
* Animations + SFXs
* Hitboxes can be toggled by variable “**bool is\_hit\_box\_visible**” in GameObject.h