Set the script properties as Serialized Fields so its much easier to modify if needed

Movement script:

* The player should use a rigidbody as the movement
* The player can jump but not super high
* The jump button is spacebar
* Set the gravity somewhat high so the player falls quicker
* The player has less control to move at other directions while midair
* The speed should be set somewhat quick but not so quick that the player just speed blitzes their way through the level.
* Make the player slow down for half a second if the player gets hit (.5 speed)

Dash and I frames: (Not sure if these need to be separate scripts but ill just put them in the same section

* The dash key should be LShift
* The player should only be able to dash horizontally
* Make the cooldown for it 0.4 seconds and add a UI element that indicates when it’s on cooldown
* The player dash should last 16 frames (Not I frames)
* The player dash shouldn’t take the player too far from the position they dashed from (I’d say like 4 or 5 five feet)
* The player would have 18 frames of Immunity (IFrames)

Enemy/Boss attacks:

* The enemy attack hitbox should appear for 6 frames
* The hitbox should only appear when the enemy is mid attack, and the hitboxes should be somewhat accurate to the enemy weapon/whatever it uses to attack the player with.
* (Not really script related but ill still include it anyway) Make sure that the weapon that the enemy uses doesn’t have a collider (Make weapons separate if you have to)

Scythe swing script:

* The player would take .6 seconds to do a swing + recover and have a .2 second cooldown
* Just like the enemies, the player has a attack hitbox but its somewhat larger than the swing so the player has more leeway. (The attack hitbox should last .3 seconds.)
* The Key for the swing would be Left Click
* The normal scythe swing should do 300 damage
* Add a sound serialized field so we can add sound effect when the player does a attack

Camera:

* Make sure that the FOV is set to 100 (By default) and sensitivity at medium (Whatever you think medium is) (If you can, make a slider for both in settings or pause menu)
* Make it so that if the player gets hit the camera shakes so it lets the player know that the got hit.

Abilities:

* The ability button should be Right Click
* To switch the abilities use Q and E to switch between them
* Make sure to make UI for the cooldown timers for each ability
* Ability 1 (Swipe in multiple succession):

This ability lasts 1 second and has a 15 second cooldown

The hitboxes for this ability have the same hitbox as the normal swing

The ability makes the player do 3 swipes, all of them hitting for 500 damage (1500 damage in total)

* Ability 2 (Large 360 swipe Area of Effect)

This ability lasts 2 seconds and has a 30 second cooldown

The hitboxes for this ability is just going to be a massive cylinder that appears on the player for .3 seconds once the Area of Effect animation appears

This ability slows down the player for 2 seconds (.5 speed)

The windup for this ability takes .5 seconds and the recovery time is 1.5 seconds (2 seconds in total)

The player can’t dash when the ability is in progress

The damage for this attack is 2500

* Ability 3: (Scythe Boomerang)

The time to throw the scythe is .3 seconds and the time to get the scythe back is .7 seconds (1 Second in total)

The damage that this ability does is 300 damage

Player health:

* The player has 5000 health
* The player health is a scrollbar set on the very middle right of the screen (The healthbar is vertical)
* Make the player healthbar flash red if the player is hit.

Interact:

* The interact button is R
* Make a UI element that appears when a object is interactable

If needed ask me about more specifics on discord (soulussandde)