**Damage/ Health mechanics**

**Going to incorporate that the enemies and the player have a health variable that’s can be changed negatively via a damage mechanic or positively with a health pickup mechanic.**

**Damage is going to be based around weapon combat between the Player and the AI with raycasts being shot and determining if the certain target is within a large raycast distance and will assign damage to the target based on the public variables of damage.**

**Once an AI dies, there will be explosions and stuffs.**

**When a player dies, there will be a death screen which then progresses into the main menu screen.**

**There is the possibility that enemies get scaled when the second phase hits. With the unicorn having the same damage possibly.**

**The unicorn is based on a hold timer, while the 1st weapon is based on ammunition.**

**UI for storyline purposes**

**Walk though tutorial (WASD to move, left click to shoot, etc etc)**

**Show storyline text for the player to see as the game is progressing.**

**Should be automated if possible, without requiring user input.**

**Should be able to be edited when the transition happens to be more girly-themed and have the ui elements customized.**

**This will be done will a Boolean value checking if the game is in the first or the second stage and changing the UI elements, as well as the enemies and the weapons within the game.**