

## Sakina Mehdi Planning Document:

For creating a basic enemy type that can have customizable health and goes after the player to damage it.

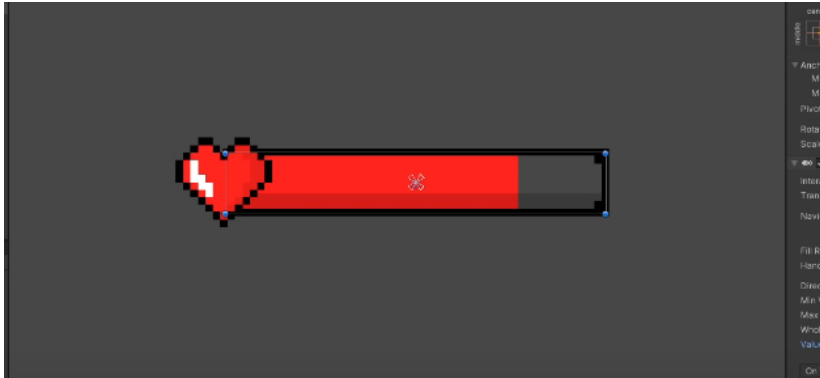
### Core Elements:

- Enemy Health
  - The Enemy needs to take damage from the player when hit.
  - Create a health bar above the enemy that shows the damage done to the enemy.
- Enemy Movement
  - The enemy should have a patrol system and once the player is within a radius, it should start to move towards the player to attack it.
  - The patrol system should be based off the NAVS agent so it can move freely around the map.
  - Should have an idle moment after each patrol movement.
- Enemy damage
  - There should be a customizable particle effect.
  - Add a damage sound when enemy is hurt.
  - Should be editable in the inspector.
- Player Health
  - The player should take damage accordingly, therefore there should be a HUD system with player health.

### Implementation:

- Health Script
  - There needs to be a health script for both the player for the enemy and player, when each takes damage respectively their bar should go down.
  - A method that checks if player/ enemy has died.
    - If dead make object to false.
    - Editable int health.
    - Boolean ifPlayer, so there can be only one script.
- Enemy Behavior Script
  - The movement, damage, particle, and sprites should all be created here and managed accordingly.
  - Create methods for patrolling and attacking.
    - int distance they can travel.
    - Int for radius till it notices player.
    - Int for cooldown between patrol movements
    - Sound for damage noise.
    - Particle for damage.
    - NAVS agent that
- Damage Script
  - The script should correlate to the respective health script. Should be an editable amount of damage between the player and the enemy.

- Int damage.
- UI
  - Editable canvas for enemy health bar.
    - Related to int for health
  - Editable canvas for player health
    - Int for health/ divisor



#### Details:

- The designer should be able to change health, damage, particle, sound, and any health sprites in the inspector.
- For the player I will not create a script that allows the player to shoot, I will simply code a button that does damage to the player, in the time being. For example, "G" does damage.