Classes and General Attributes

* Player
  + MoveMentScript: Allows WSAD and Dashing
    - Uses “GetKet()” Functions
  + Stats Script: Stores Health and Victory Condition
    - Var health
    - Victory() : Shows victory screen
    - StartOver(): Resets game
    - GetHurt: Reduces health
  + Main Camera as Child
  + Weapons as Child
  + Rigidbody
  + Collider2D
  + Sprite
* Weapon
  + Type: E.G. Gun/Sword/Staff
  + AttackScript: Will vary wildy based on weapon
    - Gun
      * Fire() : Makes Projectile
      * Holds cooldwon
    - Sword
      * Swing(): Swings sword
      * Cooldown
    - Staff
      * Conjure(): Makes fireball/firepit
  + Sprite
* General Enemies
  + General Stats Script
    - Holds health
    - Gethurt(): reduces health and destroys object
  + AI Movement Scripts
    - ChaseOnly()Follow Player
    - AimTowardsPlayer
    - ShootTowardsPlayer
    - Etc.
  + Collider
  + Sprite
* Enemy Spawner: Make Enemies as children
  + TargetPlayer(): Knows where player is and if should create another enemy
* Boss
  + Stats Script
    - Holds Health
    - GetHurt
  + Advanced AI script
    - Cycles through attacks
    - Choose attack option
    - movearoundPlayer
  + Collider
  + Sprite
  + Components

Context and How the game objects interact.

* Each Physical Object E.G. Wall/Player/Enemy will have a collider to detect collisions
* Collisions will handle most of the transfers of necessary information between objects. E.G. Getting hurt, setting triggers etc.
* Some Objects will be children to others for communication
  + Player and Weapons
  + Enemies and SpawnPoints
  + Boss and boss components
* Player will be tagged as Player to allow all enemies to find them
* Enemies will be tagged as enemies for the player and weapons
* Walls will be tagged as walls
* Other tags (such as for power ups) will be placed when necessary.
* So Far Player\_Stats keeps track of all neccesary global information (health victory conditions, etc.)