

Double Dash Dodge and Deceive aims to allow the user to control an avatar in a virtual world to compete against another player in a race. To do this it needs to take input from the user to move the player character in a PlayerMovement script. This input is processed and sent to associated Rigidbody2D and Animator components to reflect the change in state.

The game also needs to inform the user about the current state of the game via a heads up display (HUD). The HUD is controlled by a HudController and ProgressBar script, which hook into a specific GameObject with a corresponding PlayerMovement script representing a player.

