Combat Redux

Game Environment

Home Bases-Starting Points

Battlefield Obstacles

Variables

Transform(int)

Methods

Collision

Transform(change rotation)

Pickups

Variables

addHealth(float)

addAmmunition(float)

Methods

Add to current health

Add to current ammunition

Player Controllers

Players(2)

Variables

maxHealth(float)

currentHealth(float)

damageResistance(float)

Methods

Move

Shoot

Ammunition

Variables

AP(int)

HE(int)

Methods

Damage

Scoreboard

Variables

int p1Score

int p2Score

int maxScore

string winMessage;

TMP p1ScoreText;

TMP p2ScoreText;

Methods

CheckWin

GivePointToP1

GivePointToP2