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Features of HK COPY

Features

**1. Functional menu system with connected branches.**

**2. Dash  
3. Capability of bunny hopping(CoyoteTimer,JumpBuffer)  
4. Double Jump  
5. Basic enemy  
 a. Collision damage  
 b. Chase Ai  
 c. Shoots Projectile  
 d.** **Primitive charge animation**

**6. Debug mode(Draws every hitbox to check hitbox collision)  
7.Knockback when player hits enemy and the ability to pogo(Vertical knockback when player hits the enemy from the top)**

**8.Death Animation(fade out). Working death logic(health <=0).**

**9. Dynamic Slash(The slash hitbox follows the player rather than a static hitbox)**

**10. Parrying(whenever the player hits the enemy projectile the projectile goes back 2x the speed and if a enemy is hit it does 3 damage).**

**11.Working pause menu.(Freezes screen puts everything back when continue is pressed)  
12. Basic mini-boss (The Brute)  
 a. The fight only triggers when player damages the brute  
 b. Basic charge animation for boss before charging  
 c. Charge collision does 2 damage.   
 d. 10Hp boss fight.  
 e. Clamped camera**