Feature doc: Health point & Armor

# Executive Summary –

## Goals:

* + The player needs to have Health points in order to take damage.
  + Armor is given to the player to make him fight longer.
  + The player should be able to last long in battle, but on the long term he should still be at a disadvantage compared to player who respawned with full resources and no ammo.

## High Level Summary:

* + Health point is a non-recoverable, non-regenerating resource so that every bit of damage the player takes reduces his overall resilience to damage, giving respawning player a small edge to take advantage of even though they do not have any ammo yet.
  + Armor is a refillable value that works like a secondary health bar: every damage the player takes is first consumed by the armor. Only when the player has 0 armor does damage consume the player’s health.
  + Armor COMPLEELY consume every bit of damage of any source as long as it’s active. This means that even if the player has 1 armor, a bullet of 10 damage will be blocked by the armor (it’s value will be reduced to 0, but the additional 9 damage left from the bullet will be lost and won’t affect the remaining health point of the player).

# Feature breakdown –

## Controls:

* + None, players can’t affect their health bar, and can restore armor only through pickups.

## Mechanics:

* + Armor is refilled by 33 when picked up.
  + Armor and health value are capped at 100.
  + All player spawns with 100 health points and 0 armor.
  + Armor absorbs all damage, and once armor is down at 0 then health points will take damage.

## Visuals:

* + Visuals will be represented only on the UI of the player, refer to the UI Feature doc.

## Sound Effects:

* + When a player gets hit while having armor, they don’t scream but the armor takes a hit, which makes a metallic sound (like metal bouncing against metal).

## Challenge & Connections:

* + The values have to be correctly displayed on the UI and be correctly assigned to each player.

## Backstory:

## Monks are still human after all, so they can bleed. And they can die. Thankfully, they have heavy armor because they don’t like to get hurt.

Flags: