TDD Template

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# Variables:

## Public:

public public float Speed = 5f;

public float JumpHeight = 2f;

int travel;

## Private:

[SerializeField] private float \_moveSpeed;

[SerializeField] private float \_walkSpeed;

[SerializeField] private float \_runSpeed;

private bool \_groundedPlayer;

private float \_jumpHeight = 1.0f;

private float Gravity = -9.81f;

private Vector3 \_velocity;

private CharacterController \_controller;

private Rigidbody \_body;

private Vector3 \_inputs = Vector3.zero;

## Protected:

None

## Getters and Setters:

None

# Methods:

## Public:

## Private:

private void Start()

private void Update()

private void Walk()

private void Run()

private void Idle()

private void Jump()

void OnTriggerEnter(Collider collid)

void FixedUpdate()

## Protected:

None

# File Names:

## Duplicate objects:

Cylinders (multiple)

Boxs (multiple)

## Scripts:

Body

Moveit

DeathbyIvy

DoorOpen

## Interfaces:

None

## Textures:

I believe the Ivy (bush 4) came with a texture, I do not know its name.

## Materials:

Same as Texture, I think the material came with the model

## Models:

Capsule - Player

Cubs + Cylinders + Plane

Bush

## Animations:

None

## Avatar Masks:

None

## Prefabs:

BushPrefab, (Bush 4)

## Scriptable Objects:

None

## Note:

None

# Flow Graphs:

