TDD Template

(You are not required to use all the fields; however, it is advised that you at least consider each option presented. The elements in red are the conventions used by myself—you are free to use mine, or use your own. The main goal of this document is to ensure that standards are consistent across all aspects of the project.)

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# Variables:

## Public:

public public float Speed = 5f;

public float JumpHeight = 2f;

RaycastHit hit;

public int distance = 10;

public Transform gunPosition;

GameObject currentWeapon;

Ray ray

Transform objectHit

MonoBehaviour[] mono;

IDamage temp

## 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:

TakeDamage()

## Private:

private void Start()

private void Update()

private void Walk()

private void Run()

private void Idle()

private void Jump()

voidCheckGrab()

OnTriggerEnter(Collider collid)

PickUp()

void FixedUpdate()

GetRandomDirection()

GetRoamingPositoon()

## Protected:

none

# File Names:

## Duplicate objects:

cubes (for setting)

Ducks(multiple)

Targets(multiple)

Clowns(multiple)

## Scripts:

Alive

body

enemy

shoot

gotagun

cameracontroller

healthpack

## Interfaces:

IDamage

## Textures:

If any, came with guns

## Materials:

duck

clowndots

targetstrips

any that came with guns

## Models:

weapons 4,5,10

## Animations:

None

## Avatar Masks:

None

## Prefabs:

Weapons 4,5,10

clown

target

duck

## Scriptable Objects:

none

## Note:

none

# Flow Graphs:

