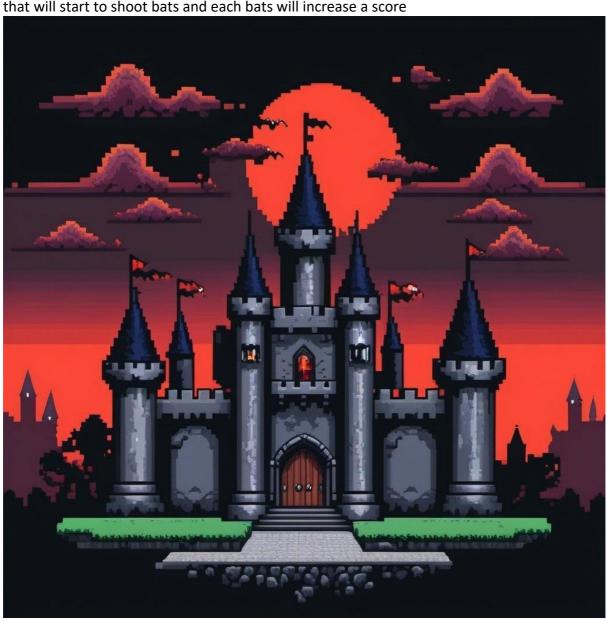# Design Overview for <<Shoot the Dracula>>

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Summary of Program

Describe what you want the program to do… one or two paragraphs.

Include a sketch of sample output to illustrate your idea.
I want to make a simple shooting game with a shooting theme, with a castle theme or so to
say the least with a Dracula where we use bats as a shooting target. Now we have an avatar
that will start to shoot bats and each bats will increase a score

Required Data Types

Describe each of the records and enumerations you will create using the following table (one per record).

Table 1: <<record name>> details

Field Name	Type	Notes
@window	String	to insert a name to display the name in menu
@enter_button	instance variable	Draw a start button Gosu::Image.from_text("ENTER",30)
@screen_width	integer	Window width
@screen_height	integer	Window height
@resume_button	string	Resumes the game Gosu::Image.from_text("Resume",30)
@restart_button	string	Restarts the game Gosu::Image.from_text("Restart",30)
@back_button	string	Back to main page Gosu::Image.from_text("Back to menu",30)
@avatar_image	library	Access our avatar from our directory vampirehunter-avatar.png
@score	integer	Player score +100 for each entity kill
@avatar_x	integer	Avatar width
@avatar_y	integer	Avatar height
@start_time	time	Start time of game or operation from 60000 millisecond
@time_limit	time	Set a time limit (60000 milliesecond)
@font	string	Font size (for the text box)

Table 2: <<enumeration name>> details

Value	Notes

…

Overview of Program Structure

List the main functions/procedures you are going to need to create this program. For each function/procedure provide its name and a brief description of what it will do.

Don't spend too long on this at this stage. Focus on the main things you think you are likely to need and you can build on this as your program develops.

Include a structure chart (once you have your proposal approved by your tutor)|| ⍰

initialize_game

- Initializes game state, including setting up the game window (@window), initializing player attributes (@avatar_x, @avatar_y), and initializing game entities (@entities).

⍰ **handle_input**

- Handles user input. Updates @input based on user actions such as clicking buttons (@enter_button, @restart_button, @back_button), moving the avatar (@x, @y), and firing bullets (@bullets).

⍰ **update_game_state**

- Updates the game state based on inputs and internal logic. This includes updating player attributes (@score, @health), managing game timing (@start_time, @last_shot_time), and handling game progression (@state, @game_state).

The Structure chart can be zoomed in I can't make modification on as this is the only page size I could do