PlayerHeath Test Documentation

1. Create an object with a collider with a trigger set to do damage
2. First test sphere does 10 damage every .5 seconds Results: quickly depletes by tens and my health to zero and player is dead health stops at 0 : Successful
3. For test 2 I have changed the damage output to 25 and the time between attacks to be 5 seconds. Results: ThunderDOME successfully kills player increments of 25 over 5 sec intervals health stops at 0
4. Test 3 Damage is now 50 everything else the same. Results: Depletes health by 50 and stops when player health reaches 0.
5. Test 4 is insta death test. Damage 100. Results: Player dies instantly health stops when at 0 and player is officially reckt.
6. There will never been instance where damage input into the method TakeDamage will be a negative integer.