**Animating Player’s Hands and Weapons**

We added animators with animations for every weapon. The animations are defined in assets and we create transitions between the states of our weapons. The first animation for a weapon is “Idle” and then depending on the weapon we can have Attack, Shoot, Aiming.

**Weapon Handler and Manager**

In the weapon handler we specify the type of a weapon and the type of the munition we can have for the weapons: Bullets, Spear, Arrows. Here we manage the aiming, the shooting animations and sounds.

In the weapon manager we assign the weapons to our player and for every key from 1 to 6 we assign a weapon, for example if we press 3 the shotgun will be selected and used until another key is pressed.

**The Cannibal Enemy**

We added the cannibal enemy and set the animations for it. The cannibal will have an idle, walk, run and attack states and the transitions between them.

**The Boar Enemy**

We added the boar enemy and set the animations for it. The boar will have the same animations as the cannibal.

**Enemy Controller**

In the Enemy Controller we made three functions for the states of the enemy:

* Patrol function when the enemy is just walking around and he is not attacked or attacking.
* Chase function when the enemy starts running towards player
* Attack function when he stops running and starts attacking the player and starts chasing again if the player runs away

**Detecting and Dealing Damage**

We added attack points for the player and the enemies and an attack script for them to set the damage value and only hit the enemies or the player.

**Health Script**

The health script manages the value of the player and enemy’s health so when it takes damage it drops until the enemy or the player is dead.

**Player Status**

We created two status bars with UI Images and we linked the health bar with the health script so it can display the real time health value for the player and we know how much damage we take and when we are close to die. The stamina is decreasing when we run and increasing when we are not.

**Enemy Manager**

We spawn 6 cannibals and 3 boars which are respawning when they are dying so we have continuity.