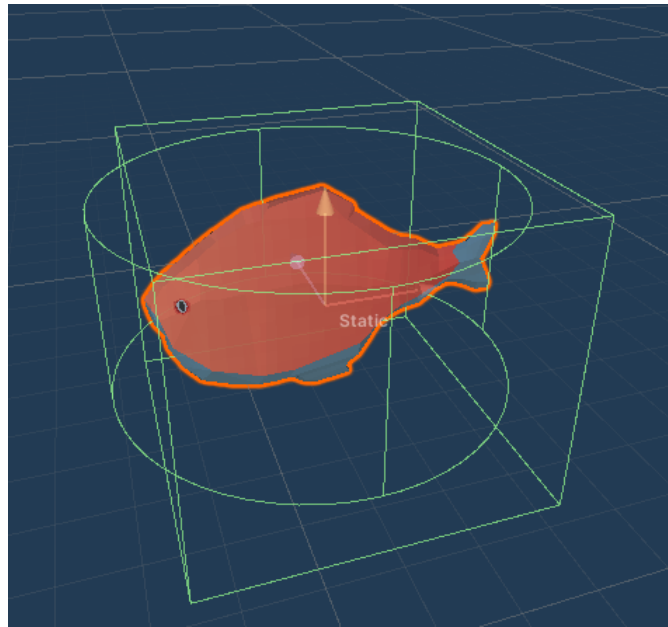
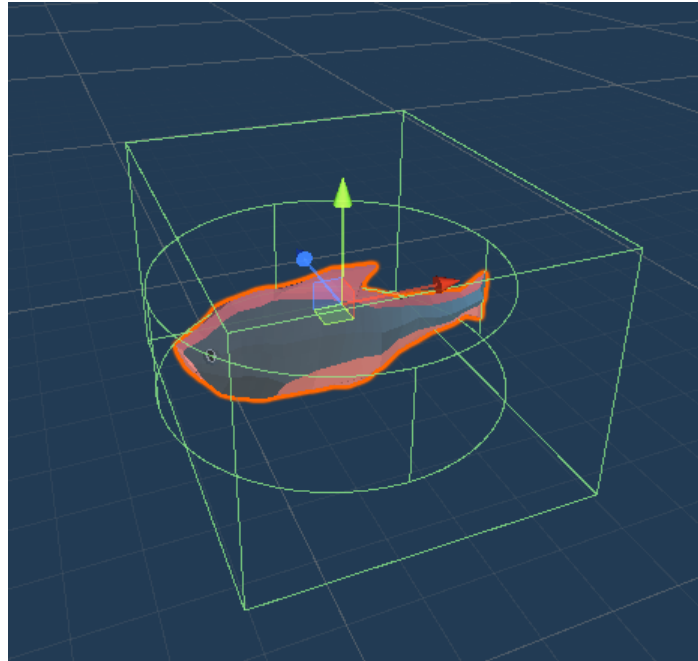


In our game there are three different fishes. One of them is healthy and other two are poisoned. If our shark eats one of the poisoned ones, it will lose health. If it eats healthy ones, he gets more health.



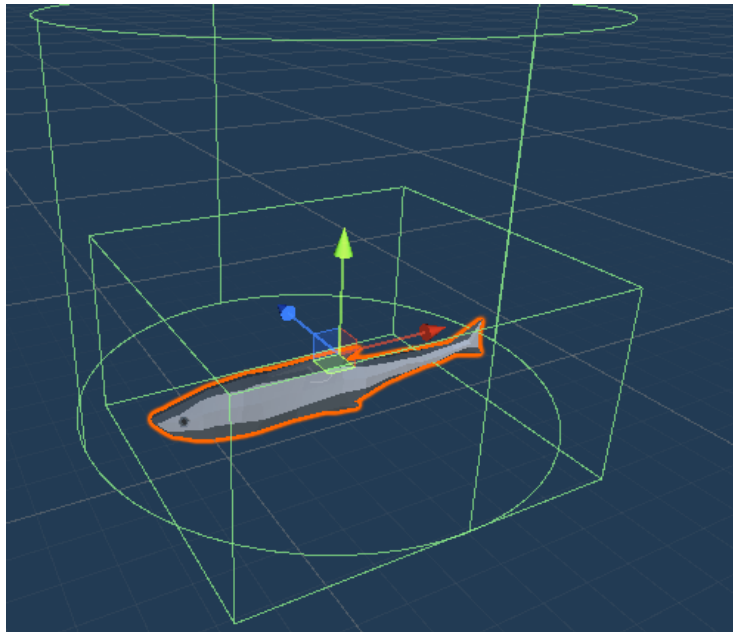
**BigPoisonedFish:**

It will damage -20 to player, if shark gets it.



**BigPoisonedFish:**

It will damage -10 to player, if shark gets it.

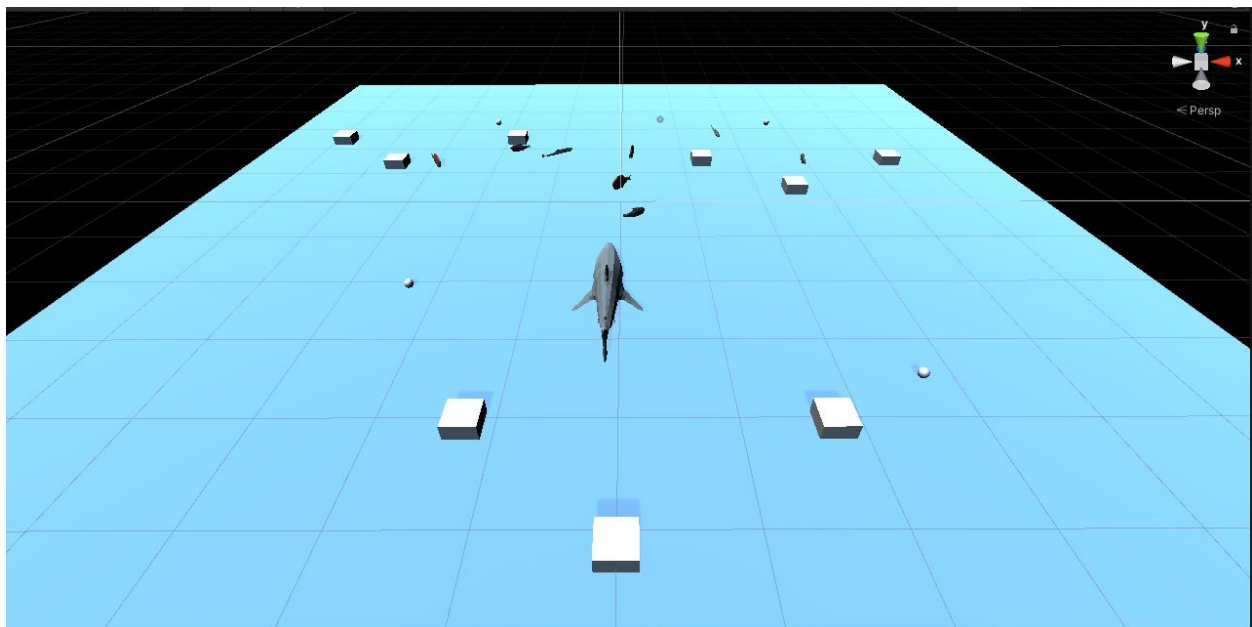


**HelathyFish:**

**It will damage +10 to player, if shark gets it.**

However, the sharks health can not exceeded to 100. And if it becomes 0 game over.

Game General View:



There are multiple points for fishes to wander around the plane.(those squares stands for wander around positions and they can't be seen in the game, they will be disabled.)

Also there are multiple positions for fishes to spawn.(those spheres stands for that purpose and they can't be seen in the game, they will be disabled.)

GameManager script is managing spawn points, spawned fishes and general game logic.