

ZombiePlayer Prefab

This ZombiePlayer prefab has all the components you need to get jumpstarted in your game with a functional movement system, health, stat upgrade system and attack animation!

- Basic sprite renderer with sprite included
- Animated right arm which generates an attack collider
- Rigidbody2d
- Player.cs script with elements to attach a healthbar, Game over screen, animator, and attack delay (see attached script for documentation)
- PlayerMovement.cs script with changeable speed and dash speed values (see attached script for documentation)
- PlayerStats.cs script that includes an upgrade system for attack and health upgrades utilizing the decorator programming pattern
- Circle collider 2d
- Optional brain collector script that picks up a dropped item from enemies

To utilize the upgrade system set up with a decorator you can call the Player function(s) `decorateHealth()`, `decorateDamage()`. You can also call the PlayerMovement function `decorateSpeed()` to upgrade the movement speed!

View the video located in this directory labeled "ZombiePlayer.mp4" for an example of this prefab in action!