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!