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| Tên phần | scripts | animation |
| 17: Knockback | Knockback | IdleDown |
| Part 18 - A Brief Explanation of Rigidbody2D | log |  |
| part 19 - Enemy State Machine | log |  |
| Part 20 - Hurtboxes: Make a game like Zelda using Unity and c# | Knockback, enemy, playerMovement |  |
| Part 21 - Enemy Animations: Make a game like Zelda using Unity and C# | log | logGoToSleep |
| Part 22 - Enemy Health with Scriptable Objects: Make a game like Zelda using Unity and C# | FloatValue,Enemy,log,knockback |  |
| Part 23 - Scriptable Objects to make a Signal System: Make a game like Zelda using Unity and C# | Signal,SignalListener |  |
| Part 24 - Zelda like Heart System: Make a game like Zelda using Unity and C# | playerMovement,Knockback,  Heartmanager |  |
| Part 25 - Zelda Hearts pt 2: Make a game like Zelda using Unity and C# | HeartManager,PlayerMovement,  Floatvalue |  |
| Part 26 - More Rooms: Make a game like Zelda using Unity and C# | RoomMove |  |
| Part 27 - Setting up the House: Make a game like Zelda using Unity and C# |  |  |
| Part 28 - Switching Scenes: Make a game like Zelda using Unity and C# | SceneTRansition,PlayerMovement,  CameraMovement |  |
| Part 29 - Fading between Scenes: Make a game like Zelda using Unity and C# | VectorValue,SceneTransition | Fade To White |
| Part 30 - Context Clues: Make a game like Zelda using Unity and C# | ContextClue,Sign |  |
| Part 30.1 - Q and A: Make a game like Zelda using Unity and C# | RoomMove, log , ContextClue, Sign |  |
| Part 31 - Project Structure: Make a game like Zelda with Unity and C# | Interactable, Sign, Enemy,log |  |
| Part 32 - Treasure Chests 1: Make a game like Zelda with Unity and C# | TreasureChest | idle |
| Part 33 - Treasure Chests Continued: Make a game like Zelda with Unity and C# | Inventory, Item, TreasureChest, Sign, PlayerMovement | ReceiveItem |
| Part 34 - Patrolling Enemies: Make a game like Zelda using Unity and C# | PatrolLog, log |  |
| Part 35 - Dungeon Setup: Make a game like the Legend of Zelda using Unity and C# |  |  |
| Part 36 - Key Doors: Make a game like Zelda using Unity and C# | Door |  |
| Part 37 - Enemy Death Effects: Make a game like Zelda using Unity and C# | Enemy | Enemy Death Effect |
| Part 38 - Hearts!: Make a game like Zelda using Unity and C# | Interactable, Powerup, Heart | Heart Idle |
| Part 39 - Coins! : Make a game like Zelda using Unity and C# | Coin, CoinTextManager | Coin Idle |
| Part 40 - Screen Kick: Make a game like Zelda using Unity and C# | CameraMovement, PlayerMovement | Kick\_active |
| Part 41 - Small Fixes: Make a game like Zelda using Unity and C# | EnemyState, enemy, VectorValue, SenceTransition, CameraMovement |  |
| Part 42: More Fixes! - Make a game like Zelda using Unity and C# | BoolValue, TreasureChest |  |
| Part 43 - Restricting Enemy Movement: Make a game like Zelda using Unity and C# | AreaEnemy, log |  |
| Part 44 - Switch Doors: Make a game like Zelda using Unity and C# | Switch |  |
| Part 45 - Turret Enemies: Make a game like Zelda using Unity and C# | Projectile, RockProjectile, TurretEnemy, log |  |
| Part 46 - Observer Objects: Make a game like Zelda using Unity and C# | Room, pot, Enemy |  |
| Part 47 - Enemy Doors: Make a game like Zelda using Unity and C# | DunggeonEnemyRoom, Enemy, Door |  |
| Part 48 - Cinemachine Camera: Make a game like Zelda using Unity and C# | Room, DunggeonEnemyRoom |  |
| Part 49 - Loot Tables: Make a game like Zelda using Unity and C# | Loot, lootTable, Enemy |  |
| Part 50 - More Small Fixes: Make a game like Zelda using Unity and C# | Sign, Door, Enemy |  |
| Part 51 - Melee Enemies: make a game like Zelda using Unity and C# | MeleeEnemy | oreWalkDown |
| Part 52 - Firing Projectiles: Make a game like Zelda using Unity and C# | Arrow, PlayerMovement |  |