General Notes:

- TERRIBLE VARIABLE NAMES ;—; sorry kung may confusion man sa part na yun especially sa turn based behavior — player1attacked, player2attacked (draft palang naman eh hahaha)
- Toggle does highlight what you clicked… the indicator doesn't stay tho (when clicking other buttons/input box). Dw the last character that you've chosen is still going through the game manager when the Game Start button is clicked.
- Created a prefab for the ff:
  o Game Manager (when trying to use its functions on a different scene, find the Game Manager in the prefab folder, drag the prefab, and then select the function available.)
  o Attack Buttons
  o Health Bar (named as PlayerInfo)
  o InGameScript (since an instance is loaded every new scene. Please link player info's elements onto the prefab.)

(Prefabs are great for making templates of similar objects. Same layouts, same behaviors — just drag them onto the canvas.)

Script Management Explanation

Main Menu Script

- Start Game
- Settings?? (kung maglalagay man)
- UI Behaviors

Character Select Script

- Character Selection
- Will assign player name on ONE character only
- Will assign values to general player health (player1hp, player2hp, maxplayerhp)
- UI Behaviors

Game Manager

- Will hold the following values throughout the game:
  o player1hp
  o player2hp
  o players' maximum hp (for max slider value in health bar)
  o Attack and Accuracy computations
  o Turn Based shiz (by switching the booleans from true to false?? Di ata okay yun sa final output pero ayun… AHAHAHAHA)

In Game Script

- Can be found in the following scenes:
  o P1Attack
  o P2Attack
  o SampleHit (the attack video placeholder)
- UI Behaviors
- Displays name and health values

Damage Indicator Script

- Will be added to every individual attack videos.
- Delay (idk how to do the Coroutine stuffs)
- Damage Pop Up