

Movement:

The player can move with the WASD or arrow keys. Movement speed can be increased by picking up an item with that buff, which can be purchased from the shop. Animations are updated within the movement script based on the direction the player is facing, as the assets did not include an animation controller or animations.

Attack:

The player attacks by pressing the space bar, and the bullet spawns in front of the player based on whatever direction key the player last pressed. For example, if the player last pressed W or the up arrow key, the bullet would go up. If the player was running to the right holding D, but pressed down A, since A was the last key pressed, the bullets would go to the left. Once the bullet is instantiated, it goes in a straight line until it collides with something, at which point it is deleted. If it collides with an enemy, that enemy is damaged. The player has an attack cooldown of one second. Attack damage can be increased and attack cooldown can be decreased by purchasing the relevant items from the shop.

Health:

The player starts with 100 HP. The player recovers HP at a rate of 5 HP every 10 seconds. The HUD is constantly updated from the PlayerHealth script to accurately display the player's current HP. Max HP can be increased by purchasing the relevant item from the shop.