**Project Plan**

~~My plan for this project is to create a platformer-type beat-‘em-up game. I plan to have four different model types that will have unique attacks. Each enemy type will have separate HP values and attack damage values. The player will navigate a series of “stages” while defeating opponents along the way. There will be collectibles that will enhance the player’s attack in order to more quickly dispose of the enemies. These items will drop from enemies at random. When the player reaches the final enemy, it will be a boss with significantly more HP and more damage than previous enemies. In addition, there will be a timer so that the player must reach the end goal and defeat the boss within said time limit or the game will be forfeit.~~

~~Goals:   
First two weeks:   
-Player attack and running animations ✓  
-Enemy attack and running animations✓  
-HP values✓  
-Damage values✓  
  
By the end of the project:   
-Item drops  
-Boss animations and values  
-Timer  
-Making the game prettier (materials/textures)  
 -Player  
 -Enemies  
 -Environment  
-Figuring out a way for enemies and the player to die without simply disappearing~~

**The project I had originally going ended up getting corrupted**, so I was forced to restart (shame on me for not making backups!). Redoing the project, I am creating a 2D game that takes a similar approach, but with some more fun features, such as jump sequences and stuff. This will be a game where the player can move like a 2D platformer, jump, attack, die, etc. There will be lesser enemies that will die in one to two hits. There will be enemies that have different weapons. There will be super enemies that have more health and damage compared to normal, but upon death will allow the player to pick up permanent power ups to increase his damage. All enemies will be worth a certain amount of points that will add to a score displayed on the screen. In the end of the level, there will be a boss enemy that will do a lot of damage and have a lot of health. Killing the boss results in victory. There will also be coins that the player can pick up, to add to his score.

Goals:   
 Add Player ✓  
 Animations ✓  
 Walking ✓  
 Attacking ✓  
 Jumping ✓  
 Dying ✓  
 Blocking ✓  
 Rolling ✓  
 Getting hit ✓  
 Scripts  
 Player controller script  
 Movement ✓  
 Attacking　✓  
 Jumping　✓  
 Dying　✓  
 Blocking　✓

Rolling ✓  
 Getting Hit ✓　  
 Add Enemy  
 Animations  
 Attacking ✓  
 Dying ✓  
 Walking ✓

Scripts  
 Movement ✓  
 Waypoints✓  
 Attacking ✓  
 Dying ✓

Walking ✓  
 Add Super Enemy  
 Animations  
 Attacking ✓  
 Dying ✓  
 Walking ✓

Add boss enemy

Animations  
 Attacking  
 Dying  
 Walking  
 Environment  
 Floors and tiles ✓  
 Jump quest　✓  
 Below floor boundary (instant death)　✓  
 Background image ✓

Lootables  
 Powerups ✓  
 Health ✓  
 UI  
 Life ✓  
 Attack damage ✓  
 Death ✓