**Player**

**Folder Structure**

**myGame OnStartFun()**

**Prediction**

**parabolic attack**

**Came**

**Main menu**

**Map x 3 + Weather**

**Loading Screen**

**Cutscenes x 1**

Movement turn as rotation or slow turn

CAMERA turn with player

**Mini Map + raytracing**

**Dialog box + heaight dependin on displ between player and box**

**Drop system randomly spawn.(time shield , fastAttack) spawn point + textures Buff Effect**

**Player team /Enemy team**

* AI Attack
* AI MOVE(change pos.)(if less than 2 go back else go forward)

**Player**

* Dash skill untouchable + direction
* Attack / Charge attack + parabolic

**UI**

* hit damage
* baffs effect ui + actual stats
* charge attack one btn , range + xy pass + sound
* Health bg/ lives for enemies