

Mull - Unity game

Manuals:

Use arrows or WASD keys to move player and z to attack enemy logs. Watch out for collisions with objects such as bushes or houses. Try to kill all enemies to win and get the highest score.

Classes descriptions:

- **Player Movement** - class which is responsible for all player interactions such as knocking and hitting enemies, moving and player's death. It inherits from MonoBehaviour class which is base class for Unity.
- **Camera Movement** - class which is responsible for camera movement, it makes camera movement smoother, and following player.
- **Enemy** - class holding basic attributes of any type of enemies such as taking damage method, knock back method, enemy name, its health, state etc.
- **Log** - class responsible for our log enemy, it inherits from enemy, it enables enemy to take damage, and also checking distance from enemy (for optional following till some distance from player)
- **Knockback** - class responsible for knock back, it allows player and enemies to be knocked, but it also prevents multiple enemies from hitting and knocking each other back.
- **FloatValue** - Class that helps to instantiate runtime values of variables in unity, it inherits from scriptableObjects and ISerializationCallbackReceiver.
- **Signal** - class responsible for health containers , it registers listeners responsible for every heart container.
- **Signal listener** - class that creates listeners responsible for updating assets of hearts.
- **HeartManager** - class responsible for managing hearts, damage and sprites, basing on information registered by listeners.
- **Score** - class responsible for displaying score in UI.
- **WaveSpawner** - probably the biggest class in my project, its responsible for spawning waves after each round is completed (all enemies are killed) it uses for spawn points to instantiate randomly enemies, spawn them, then checks if all enemies are dead, if yes, it waits some amount of time (now set to 5 seconds) and starts to spawn new enemies each one second.