REDO TDD

**Overview**

My project is going to be a top-down shooter with inspiration from many of the ranged Battlerite characters. I want it to be a character shooting using the particle system. When the projectile hits, I want some sort of knockback/ fall down force. A reset button that resets the whole stage back the previous destruction is also on my mind. I also want enemies that spawn with a set amount of health that chase after. Scoring is based on how many enemies you have killed and/or time spent alive. Death is caused by how many attacks you have taken/absorbed.

I hope to have the enemy fade away for each enemy that has hit you. Made in Unity.

**Services**

PlayerManager - Controls movement.

EnemyManager - Controls enemy movement and enemy health.

EnemySpawner - Controls spawning of enemies

ParticleSystem - Used for creating projectiles and detecting particle collision

ScoreManager - self explanatory

ResetButton - lets you press a button that allows you to reset the scene

**Goals**

I want a small demo that isn't too complex but it looks like I took the time in creating a portfolio piece. I hope to learn a lot more about the things inside unity like the ParticleSystem and some AI for my EnemyManager script. My weaknesses are going to be UI and lack of knowledge with unity and C#.