**UC 17 – Enemy Attack**

Enemy checks distance from player.

• EnemyManager class update is called and checks for nearby player.

Enemy rotates toward player.

• Player distance is calculated and if the player is below min follow distance, then the enemy executes the attack procedure.

• EnemyManager class begins by rotating towards the player’s direction.

Enemy starts attack animation.

• EnemyManager class attack procedure checks for attack cooldown timer and if the timer has been reset to 0, then triggers the attack animation and checks for collisions.

Enemy deals damage.

• If collision occurs, the EnemyManager class’s attack procedure requests damage to be dealt by the PlayerManager class by passing in the enemy’s health and damage.

• PlayerManager class requests GameController class to update Player’s health bar.

• GameController class updates health bar and returns to PlayerManager class.

• PlayerManager class returns to attack procedure.

Enemy finishes animation.

• Once animation is finished on some several hundred frames later, the attack procedure adds 0.01 to timer.

Enemy waits four seconds before starting back at step 1.

• DisableAttack checks if timer is greater than 0, and continues to add a second to it.

• If timer is greater than 4, timer is reset to 0.

• Update continuously runs through, at least 30 times a second.