This will list each component and how to use it.

UIHealth and UIBattery will require a programmer to implement on the main build. I’ll do that once you have your end ready for my editing. Also please make sure that the player is tagged as Player, otherwise these components will not work.

**FoodPickup**

FoodPickup can be applied to objects you want to use as food. This reacts to onclick on the mouse.

Just drag this onto any object you want to act as food.

**Player**

These classes handle the player based code.

**Player Controller :** Attach this to the player mesh. It has two public fields that can be edited through the UI of Unity once attached. These are the name of the camera used. This is important as the camera name must match the game camera. By default this is Main Camera, so assure you change it. The camera will snap to the X of the player automatically.

The next public attribute is speed. Modify as you see fit.   
  
**Player Health :** This adds health to the player, which will be signified by the UI (when I add it in for you). Important you drag this onto the player too. You have 1 public attribute for this and that is the max health. Food pickups will add to the health.   
  
**Player Inventory :** Ignore for now. That will be added once Matt is back to do UI.

**Player Torch :** The only public attribute this has is color. Just drag it onto the player. Space will toggle the light on and off, and once the UI is in I you will see battery power. I can extend the pickup code to apply to batteries for the torch easy enough. Note, this may require tweaking by me once the proper animations/models are in place.

**Highlight :** Attach this to an object you to highlight. For objects with more than 1 mesh (part) specify the number and reference the individual parts you want to highlight.