**Hit Box Program Document**

**General**

This document keeps track of the implementation of the game mechanics.

**Tools**

* Unity (ver. 2021.3.30f)
* Visual Studio 2022 (C#)

# **Player Object**

## 1. Principal Object - Character\_00\_Name\_Object

Is the main object of the object, it contains all the children and essential components for the character.

### 1.1 - Transform

Determines the position, rotation, and scale of the object.



### 1.2 - RigidBody

Provides the physics to an object.

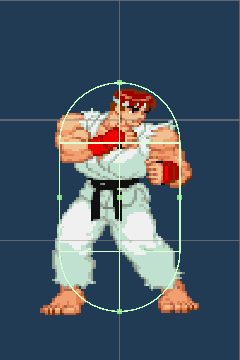
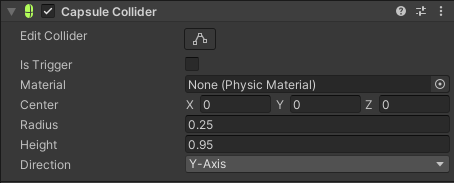


*Collision Detection –> Continuous:* The best method for accuracy in detections.

*Constraints:* The game is in 2D so we only need the X and Y Axis.

### 1.3 - Capsule Collider

Determines the space the character occupies. We use *Radius* and *Height* to move the boundaries.



### 1.4 – Sprite Renderer

This component shows the sprites and images of the object.

