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Gam52

MIDTERM:

First :

* Make a basic script that all script can inherit from. It will have the speed, health, damage, and etc.
* Make the player script that inherits from basic script it will have the physic ability of the movements in the world, and the key press keys
* For the enemy’s will also inherit from basic script. In the script will have to create an AI that has different patterns that follow and attack the player.