Overall Role

Roles:
- Lead Programmer
- Sound Designer

My role is to lead technical side of things, creating hitboxes, damage, health, and all of the essential things for a fighting game.

My other role is to focus on sound of hits, grunts, and soundtracks. The songs I use will be made by me with the use of Fruity Loops, which is a DAW(Digital Audio Workstation) to make the songs.

The fighting

- Health - Coding health for player 1 and player 2

- Damage - The damage depends what hitbox it hit
  from attackboxes; for example, legs take less
  damage than head.

- Timing - When to punch that is active and not active.

```csharp
void OnTriggerEnter(Collider HitCol)
{

    if(HitCol.gameObject.tag == "P1 Head Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP1 -= HeadHealthDamage;
        Debug.Log("Player 1: " + DamageTaken.HealthP1);
    }
    else if(HitCol.gameObject.tag == "P1 Torso Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP1 -= TorsoHealthDamage;
        Debug.Log("Player 1: " + DamageTaken.HealthP1);
    }
    else if(HitCol.gameObject.tag == "P1 Legs Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP1 -= LegsHealthDamage;
        Debug.Log("Player 1: " + DamageTaken.HealthP1);
    }

    if(HitCol.gameObject.tag == "P2 Head Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP2 -= HeadHealthDamage;
        Debug.Log("Player 2: " + DamageTaken.HealthP2);
    }
    else if(HitCol.gameObject.tag == "P2 Torso Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP2 -= TorsoHealthDamage;
        Debug.Log("Player 2: " + DamageTaken.HealthP2);
    }
    else if(HitCol.gameObject.tag == "P2 Legs Hitboxes" && Blocking == false)
    {
        DamageTaken.HealthP2 -= LegsHealthDamage;
        Debug.Log("Player 2: " + DamageTaken.HealthP2);
    }
}
```
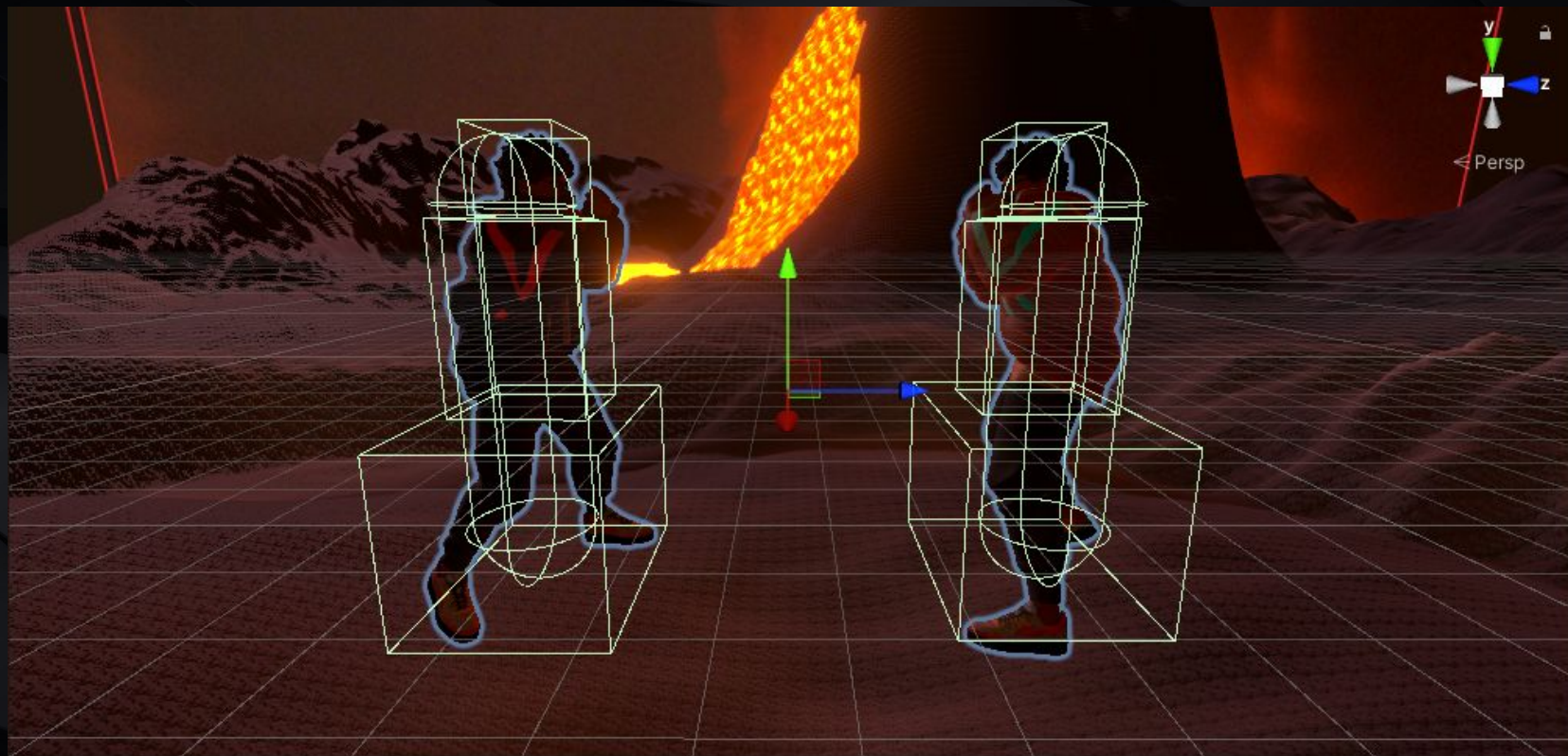
```csharp
public class DamageTaken : MonoBehaviour
{
    //Player 1
    public static float HealthP1;
    public static float maxHealthP1 = 100f;

    //Player 2
    public static float HealthP2;
    public static float maxHealthP2 = 100f;

    //[RequireComponent(typeof(Animator))]

    //public string fighterName;

    void Start()
    {
        HealthP1 = maxHealthP1;
        HealthP2 = maxHealthP2;
    }
```
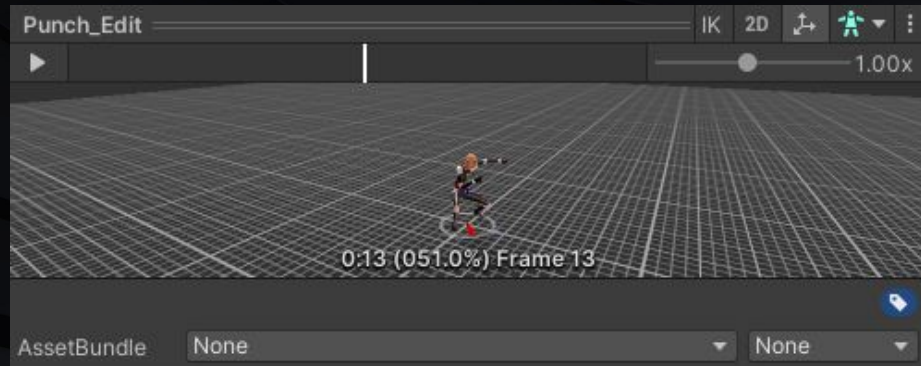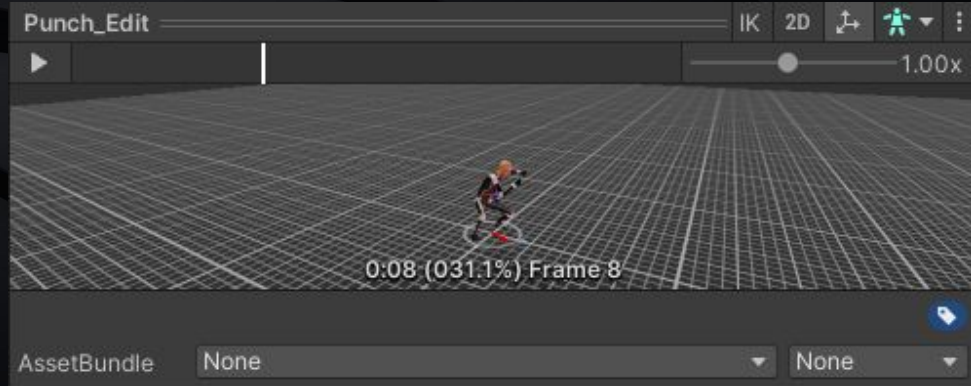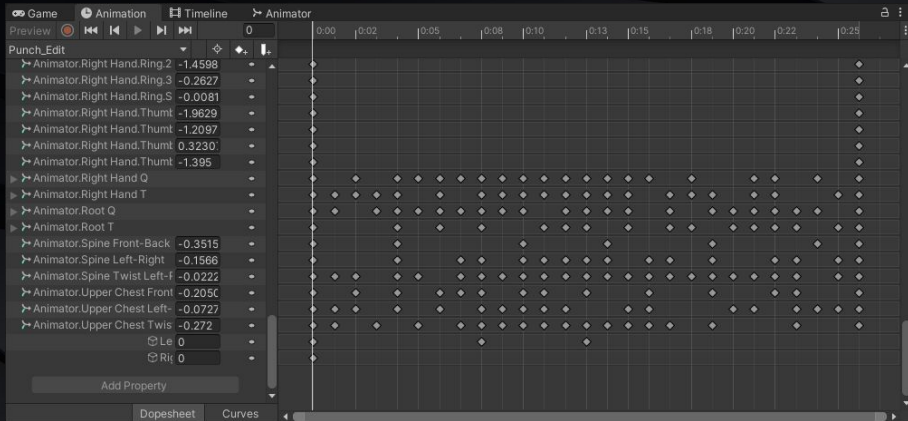
Hitbox

Timing of the Hits

Audio

- Adaptive Music - Music becomes progressively intense when one of the player's health gets low.

- Theme Sound - The Environment have their own theme sound.

- FMOD - We use FMOD for all audio purposes.