Summary of interactive objects on arena\_a.

1. **Exploding barrel.**

Exploding barrel is a variation of conventional, metal barrel, which storage flammable liquid of type A. Thanks to its properties exploding barrel can be used as weapon. It is perfectly suited for traps. Explosive barrel can be found with different radius: 2m, 4m or 8m. During explosion, barrels inflict fire damage, which can take from 5 to 15 points of life from actor.

Exploding barrels uses following presets: „barrel\_e\_r4”, „barrel\_e\_r2”, „barrel\_e\_r8”. Each of this presets indicates specific barrel with different radius. They implement „barrel\_a.lua” script, which is responsible for: spawning ribbons for barrels (indicate radius of barrel), deleting ribbons when barrel explode and dealing damage to actors in their radius.

1. **Lava Lake.**

This object occupy an area on the map of given radius, from 2m to 4m. Lava causes damage to players and AI. Being directly in lava, actor takes damage from the fire equal to 5 points of life per second.

Lava lakes uses following presets: „lava\_lake\_r4, „lava\_lake\_r2”. Each of this presets indicates specific lava with different radius. They implement „lava\_lake\_a.lua” script, which is responsible for: dealing damage to actors which are inside lake, increasing lava lake damage if certain event happen, spawning icons for actors which are inside lake that indicate that they take damage.

1. **Invisibility bush.**

This object occupy an area on the map of given radius, from 1m to 2m. Bush hides every actor, who will come in the range of bush. Actors inside bush are invisible to actors who are outside of bush, but are visible to other actors being inside bush.

Invisibility bushes uses following presets:” invisiblity\_bush\_r2”, „invisiblity\_bush\_r1”. Each of this presets indicates specific bush with different radius. They implement „invisibility\_bush.lua” script, which is responsible for giving actors invisibility effect while being inside bush.

1. **Power Lake.**

This object occupy an area on the map of given radius, from 2m to 8m. Lake, in opposite to the lava, heals players and AI. Being directly in the lake, actor is restoring 5 life points per second.

Power lakes uses following presets: „power\_lake\_r2”, „power\_lake\_r4”, „power\_lake\_r8”. Each of this presets indicates specific power lake with different radius. They implement „power\_lake.lua”, which is responsible for: healing actors which are inside lake and showing icon for actors which are inside that indicates that they are being healed.

1. **Stunning barrel.**

Stunning barrel is a variation of exploding barrel, which storage flammable liquid of type B. Thanks to its properties stunning barrel can be used as weapon. It is perfectly suited for traps. Stunning barrel can be found with different radius: 2m, 4m or 8m. During explosion, barrel inflict fire damage, which can take 5 point of life from actor. Stunning barrel also slow the actor.

Stunning barrels uses following presets: „barrel\_s\_r2”, „barrel\_s\_r4”, „barrel\_s\_r8”. Each of this presets indicates specific barrel with different radius. They implement „barrel\_of\_destruction.lua” script, which is responsible for: spawning ribbons for barrels (indicate radius of barrel), deleting ribbons when barrel explode, dealing damage to actors in their radius and slowing actors which are hit by barrel.

1. **Blinding barrel.**

Blinding barrel is a variation of exploding barrel, which storage flammable liquid of type C. Thanks to its properties blinding barrel can be used as weapon. It is perfectly suited for traps. Blinding barrel can be found with different radius: 2m, 4m or 8m. During explosion, barrel inflicts fire damage, which can take 5 points of life from actor. Blinding barrel also forces actor to move in different direction than the target one.

Blinding barrels uses following presets: „barrel\_b\_r2”, „barrel\_b\_r4”, „barrel\_b\_r8”. Each of this presets indicates specific barrel with different radius. They implement „beam\_of\_destruction.lua” script, which is responsible for: spawning ribbons for barrels (indicate radius of barrel), deleting ribbons when barrel explode, dealing damage to actors in their radius and forcing actors to move in different direction than the target one.

1. **Snares.**

This object occupy an area on the map with radius of 2m. When snares are active, they deal 2.5 point of life per second to actors in their radius. They also immobilize them. When snares aren’t active they do nothing to environment.

Snares uses following presets: “snares\_of\_hatred\_r1\_a”, “snares\_of\_hatred\_r2\_a” and “snares\_of\_hatred\_r4\_a”. Each of this presets indicates specific snares with different radius. They implement “snare\_of\_hatred.lua”, which is responsible for: spawning ribbons for snares, spawning icons for people being hit by snares, destroying icons from people which aren’t in snares anymore, dealing damage to actors inside snares and immobilizing actors which are inside snares.

1. **Teleport.**

Teleport is dimensional gateway which upon entering will warp target to different destination.

Teleport uses following presets: “teleport”. This preset implements “teleport.lua” which is responsible for warping targets to different location.

1. **Double damage.**

Double damage is power up that amplifies actor’s damage by a factor of 2 (doubles).

Double damage uses following presets: “double\_damage”. This preset implements “double\_damage.lua” script which is responsible for increasing actor’s damage and adding icon which indicate that he is buffed.

1. **Healing bandage.**

Healing bandage is an item that restores 20 health points to actor.

Healing badge uses following presets: “healing\_bandage”. This preset implements “healing\_bandage.lua” script which is responsible for restoring actor health points.

1. **Coordinator.**

Coordinator is an invisible object which is responsible for maintaining progress of arena, such as: respawning barrels which was destroyed, spawning rare objects such as double damage or healing bandage, destroying icons which aren’t necessary anymore and respawning Lava Lake which was previously removed.

Plan of interactive objects on arena\_b.

1. **Claymore trap.**

A Claymore Trap is a visible trap that explodes when stepped on, dealing damage to everyone in radius of 2m. If not tripped by the end of the duration, the Claymore Trap will deactivate.

Claymore trap use following presets: “claymore\_trap\_r2”, “claymore\_trap\_r1”. Each of this presets indicates specific trap with different radius. They implement “claymore\_trap.lua” script, which is responsible for: dealing damage to actor who stepped on trap and disabling trap when duration time is over.

1. **Knockback trap.**

A knockback trap is a trap that activates when someone’s comes within radius of trap. When activated, the affected target is pushed back by 6 meters. Does not work on Boss or AI. If not tripped by the end of the duration, the knockback trap will deactivate.

Knockback trap use following presets: “knockback\_trap\_r1”, “knockback\_trap\_r2”. Each of this presets indicates specific trap with different radius. They implement “knockback\_trap.lua” script, which is responsible for: pushing down actors from ramp and disabling trap when duration time is over.

1. **Land mine.**

A Land Mine is visible trap that explodes when stepped on, hitting player in their radius. Land Mine is used to simulate falling damage. Land Mine deal 5 damage to actor and immobilize him for 2 seconds.

Land mine use following preset: “land\_mine\_r2”. This preset implements “land\_mine.lua”, which is responsible for: dealing damage to actor and immobilizing them for certain amount of time.

1. **Power Lake.**

This object occupy an area on the map of given radius, from 2m to 8m. Lake, in opposite to the lava, heals players and AI. Being directly in the lake, actor is restoring 5 life points per second.

Power lakes uses following presets: „power\_lake\_r2”, „power\_lake\_r4”, „power\_lake\_r8”. Each of this presets indicates specific power lake with different radius. They implement „power\_lake.lua”, which is responsible for: healing actors which are inside lake and showing icon for actors which are inside that indicates that they are being healed.

1. **Snares.**

This object occupy an area on the map with radius of 2m. When snares are active, they deal 2.5 point of life per second to actors in their radius. They also immobilize them. When snares aren’t active they do nothing to environment.

Snares uses following presets: “snares\_of\_hatred\_r1\_b”, “snares\_of\_hatred\_r2\_b”, “snares\_of\_hatred\_r4\_b”. Each of this presets indicates specific snares with different radius. They implement “snare\_of\_hatred.lua”, which is responsible for: spawning ribbons for snares, spawning icons for people being hit by snares, destroying icons from people which aren’t in snares anymore, dealing damage to actors inside snares and immobilizing actors which are inside snares.

1. **Teleport.**

Teleport is dimensional gateway which upon entering will warp target to different destination.

Teleport uses following presets: “teleport”. This preset implements “teleport.lua” which is responsible for warping targets to different location.

1. **Double damage.**

Double damage is power up that amplifies actor’s damage by a factor of 2 (doubles).

Double damage uses following presets: “double\_damage”. This preset implements “double\_damage.lua” script which is responsible for increasing actor’s damage and adding icon which indicate that he is buffed.

1. **Healing bandage.**

Healing bandage is an item that restores 20 health points to actor.

Healing badge uses following presets: “healing\_bandage”. This preset implements “healing\_bandage.lua” script which is responsible for restoring actor health points.

1. **Coordinator.**

Coordinator is an invisible object which is responsible for maintaining progress of arena, such as: respawning traps which were destroyed or used and creating healing bandage and double damage which were taken.

Plan of interactive objects on arena\_c.

1. **Double damage**

Double damage is power up that amplifies actor’s damage by a factor of 2 (doubles).

Double damage uses following presets: “double\_damage”. This preset implements “double\_damage.lua” script which is responsible for increasing actor’s damage and adding icon which indicate that he is buffed.

1. **Healing bandage**

Healing bandage is an item that restores 20 health points to actor.

Healing badge uses following presets: “healing\_bandage”. This preset implements “healing\_bandage.lua” script which is responsible for restoring actor health points.

1. **Power Lake**

This object occupy an area on the map of given radius, from 2m to 8m. Lake, in opposite to the lava, heals players and AI. Being directly in the lake, actor is restoring 5 life points per second.

Power lakes uses following presets: „power\_lake\_r2”, „power\_lake\_r4”, „power\_lake\_r8”. Each of this presets indicates specific power lake with different radius. They implement „power\_lake.lua”, which is responsible for: healing actors which are inside lake and showing icon for actors which are inside that indicates that they are being healed.

1. **Key**

Key is an item that activates teleport upon taking.

Key uses following preset: “key”. This preset implements “key.lua” script which is responsible for removing item upon stepping on it and activating teleport.

1. **Teleport**

Teleport is dimensional gateway which upon entering will warp target to different destination.

Teleport uses following presets: “teleport”. This preset implements “teleport.lua” which is responsible for warping targets to different location.

1. **Exploding Barrel**

Exploding barrel is a variation of conventional, metal barrel, which storage flammable liquid of type A. Thanks to its properties exploding barrel can be used as weapon. It is perfectly suited for traps. Explosive barrel can be found with different radius: 2m, 4m or 8m. During explosion, barrels inflict fire damage, which can take from 5 to 15 points of life from actor.

Exploding barrels uses following presets: „barrel\_e\_r4”, „barrel\_e\_r2”, „barrel\_e\_r8”. Each of this presets indicates specific barrel with different radius. They implement „barrel\_a.lua” script, which is responsible for: spawning ribbons for barrels (indicate radius of barrel), deleting ribbons when barrel explode and dealing damage to actors in their radius.