

TrapType	TrapName	QTE_Type	TimeWindow	VisualPrefab	WarningTime	Damage	ActivationRange	Description
Spikes	GroundSpikes	Click	1400	Spikes_Ground	0.5	1	1	地面尖刺陷阱
Spikes	WallSpikes	Click	1300	Spikes_Wall	0.4	1	0.8	墙面尖刺陷阱
Laser	HorizontalLaser	Click	1300	Laser_Horizontal	0.6	1	1.2	水平激光
Laser	VerticalLaser	Slide	1300	Laser_Vertical	0.5	1	1	垂直激光网
Laser	LowLaser	Slide	1300	Laser_Low	0.4	1	0.9	低空激光
Laser	LaserNet	Jump	1400	Laser_Net	0.7	1	1.5	复合激光网
Laser	RotatingLaser	Hold	1600	Laser_Rotating	0.8	1	1.3	旋转激光
Spikes	RetractableSpikes	Jump	1500	Spikes_Retractable	0.6	1	1.1	伸缩尖刺

ActionID	ActionName	InputKey	AnimationClip	VisualEffect	SoundEffect	MoveDistance	InvincibleTime	Cooldown	Description
3001	StandardJump	Space	Jump_Anim	JumpVFX	JumpSFX	2	0.5	0	标准跳跃
3002	Slide	S	Slide_Anim	SlideVFX	SlideSFX	1.5	0.3	0	滑铲躲避
3003	Attack	J	Attack_Anim	AttackVFX	AttackSFX	0	0.2	0	基础攻击
3004	Dash	D	Dash_Anim	DashVFX	DashSFX	3	0.4	3	短距冲刺
3005	LongJump	Space	LongJump_Anim	LongJumpVFX	JumpSFX	3	0.6	0	长距离跳跃
3006	ExtendedSlide	S	ExtSlide_Anim	ExtSlideVFX	SlideSFX	2.5	0.5	0	延长滑铲
3007	JumpAttack	Space-J	JumpAtk_Anim	JumpAtkVFX	AtkJumpSFX	2.5	0.6	0	跳跃攻击
3008	SlideAttack	S-J	SlideAtk_Anim	SlideAtkVFX	AtkSlideSFX	2	0.5	0	滑铲攻击
3009	BulletTime	Shift	SlowMo_Anim	TimeWarpVFX	TimeWarpSFX	0	0	5	子弹时间
3010	DoubleJump	Space	DoubleJump_Anim	DoubleJumpVFX	JumpSFX	4	0.7	0	二段跳跃

MechType	MechName	QTE_Type	TimeWindow	VisualPrefab	ActivationTime	SuccessEffect	FailureEffect	Description
ElectronicDoor	SecurityDoor	Combo	2500	Door_Security	1	OpenSmooth	ShockEffect	电子安全门
Elevator	PlatformElevator	Combo	2600	Elevator_Platform	1.2	ActivateSmooth	CrashEffect	升降平台
LowWall	BarrierWall	Combo	2400	Wall_BARRIER	0.8	LowerSmooth	CollisionEffect	矮墙障碍
Pipe	MaintenancePipe	Combo	2500	Pipe_Maintenance	1	OpenHatch	BlockEffect	维修管道
LaserNet	SecurityGrid	Combo	2700	Grid_Security	1.3	DisableGrid	ShockEffect	安全激光网
ElectronicDoor	BlastDoor	Combo	2800	Door_Blast	1.5	OpenHeavy	JamEffect	防爆门
Gate	EnergyGate	Combo	2600	Gate_Energy	1.1	Deactivate	OverloadEffect	能量门
Platform	MovingPlatform	Combo	2400	Platform_Moving	1.4	MoveSmooth	FallEffect	移动平台

ParameterID	ParameterName	Value	Category	Description
9001	TotalGameTime	60	Gameplay	总游戏时间(秒)
9002	InitialHealth	3	Player	初始血量
9003	BulletTimeCooldown	5	Skill	子弹时间冷却(秒)
9004	BulletTimeDuration	3	Skill	子弹时间持续时间(秒)
9005	BulletTimeSlowFactor	0.5	Skill	子弹时间减慢系数
9006	HealthPenalty	50	Scoring	每次受伤扣分
9007	SkillUsePenalty	30	Scoring	每次技能使用扣分
9008	MaxSkillUses	3	Skill	最大技能使用次数
9009	PlayerMoveSpeed	8	Player	玩家移动速度
9010	BaseScore	600	Scoring	基础分数
9011	EnemyScorePool	200	Scoring	敌人分数池
9012	HealthScorePool	100	Scoring	血量分数池
9013	SkillScorePool	100	Scoring	技能分数池
9014	PerfectScore	1000	Scoring	完美分数

EnvID	EnvType	SubType	PositionX	PositionY	VisualPrefab	SuccessEffect	FailureEffect	MoveSpeed	SpawnOffset	Description
2001	Trap	Spikes	0	0	SpikeTrap	RetractEffect	ImpaleEffect	5	-10	地面尖刺陷阱
2002	Trap	Laser	0	2.5	LaserTrap	DisableEffect	ShockEffect	5	-10	水平激光陷阱
2003	Enemy	Drone	0	3	Drone	DestroyEffect	AttackEffect	4	-12	攻击无人机
2004	Enemy	Robot	0	1.5	Robot	DestroyEffect	AttackEffect	3.5	-12	防御机器人
2005	Trap	Spikes	0	0	SpikeTrap	RetractEffect	ImpaleEffect	5	-10	地面尖刺陷阱
2006	Mechanism	ElectronicDoor	0	0	ElectronicDoor	OpenEffect	ShockEffect	4.5	-15	电子安全门
2007	Enemy	AutomatedWeapon	0	2	AutoWeapon	DestroyEffect	AttackEffect	3	-12	自动化武器
2008	Trap	LaserNet	0	0	LaserNet	DisableEffect	ShockEffect	5	-10	复合激光网
2009	Mechanism	Elevator	0	0	Elevator	ActivateEffect	CrashEffect	4	-15	升降平台
2010	Mechanism	LowWall	0	0	LowWall	LowerEffect	CollisionEffect	4.5	-15	矮墙障碍

EnemyType	EnemyName	Health	QTE_Type	RequiredHits	TimeWindow	ScoreValue	VisualPrefab	AttackPower	MoveSpeed	Description
Drone	AttackDrone	1	Click	0	1200	28	Drone_Small	1	2	小型攻击无人机
Drone	HeavyDrone	1	Mash	5	2000	32	Drone_Heavy	1	1.5	重型无人机
Robot	DefenseBot	1	Click	0	1200	30	Robot_Standard	1	1	标准防御机器人
Robot	AssaultBot	1	Mash	6	2200	35	Robot_Assault	1	1.2	突击机器人
AutomatedWeapon	Turret	1	Click	0	1200	32	Turret_Static	1	0	固定炮塔
AutomatedWeapon	MobileTurret	1	Mash	7	2300	38	Turret_Mobile	1	0.8	移动炮塔
Drone	EliteDrone	1	Combo	0	2500	40	Drone_Elite	1	2.5	精英无人机
Robot	GuardianBot	1	Combo	0	2600	42	Robot_Guardian	1	1.5	守卫机器人

EventID	TriggerTime	QTE_Type	InputKey	Duration	MashCount	EnvironmentID	SuccessAction	FailType	EnvironmentType	Difficulty	Weight	Description
1001	0	Click	Space	1500	0	2001	Jump	GameOver	Trap	Normal	10	基础跳跃陷阱
1002	0	Click	S	1300	0	2002	Slide	GameOver	Trap	Normal	10	基础滑铲陷阱
1003	0	Click	J	1200	0	2003	Attack	Damage	Enemy	Normal	10	基础攻击敌人
1004	0	Mash	J	2000	5	2004	Attack	Damage	Enemy	Hard	8	连打攻击敌人
1005	0	Hold	Space	1600	0	2005	Jump	GameOver	Trap	Hard	7	长按跳跃陷阱
1006	0	Combo	Space-J	2500	0	2006	JumpAttack	GameOver	Mechanism	Expert	5	跳跃攻击机关
1007	0	Combo	S-J	2600	0	2007	SlideAttack	GameOver	Mechanism	Expert	5	滑铲攻击机关
1008	0	Mash	Space	2200	6	2008	Jump	GameOver	Trap	Hard	6	连打跳跃陷阱
1009	0	Hold	S	1800	0	2009	Slide	GameOver	Trap	Hard	7	长按滑铲陷阱
1010	0	Click	D	1400	0	2010	Dash	GameOver	Trap	Normal	9	冲刺陷阱