Stage 3 Last Room Specification

Player will enter the boss room, which will have an empty trigger through its middle. Once triggered the Boss Room sequence will start.

The entrance and exit door will shut and to the UI a “Survive for \*CountdownTime\*” will be added.

Once the CountdownTime reaches 0 the doors open again.

***Enemy Spawning during Countdown:***

When an enemy is spawned (via this room only!) they will send a ++ message to a ManagerScript with the int EnemiesInBossRoom. Upon Destroy of the enemy, they will reduce this int by one.

All enemies will spawn outside of the room itself and then fly into it, they will also immediately and permanently have the player detected.

The challenge with this would be to have the basic enemy not clip into the walls or fly out of the building. So we might have to predetermine a couple of safe flying area, up to you tho.

If at any moment EnemiesInBossRoom <= (int) MinimumNrEnemies , then a random enemy will be spawed.

**Floors Mechanic (do this last, we may have to cut it due to time constraints)**

All floor tiles will only act once the countdown timer is in motion.

Each floor tile will need a time of movement, and new vertical position for us to choreograph the fight.

Once the time of movement is reached, the tile will change color and move rapidly up an down a small amount (during this vibration the collider stays in the same position) and after a couple of seconds moves to its new location at a moderately slow speed. (You might want to put this movement in a FixedUpdate to prevent clipping in case the player is standing on said tile).

Once the tile has reached its new destination it returns back to its original color.

Some Tiles will be lowered until out of bounds and not all tiles will be moved

It’d be also cool if you could move them more than once, but it’s not vital.