Affordance description:

1. Dialogue pop-up: text can be shown by UI to express characters' words.
2. Pick up and throw the ball: character can pick up a ball and then throw it. we connect the ball(GameObject) with character hands to complete "pickup" action and then disconnect it to complete "throw" action.
3. Show the red card: characters can pick up the red card and show it. Same as picking up a ball.3
4. Shake two hands: two characters shake their right and left hands together.
5. Punch: a character can punch another character's face.

Only dialogue doesn't contain IK.

Behavior Tree:
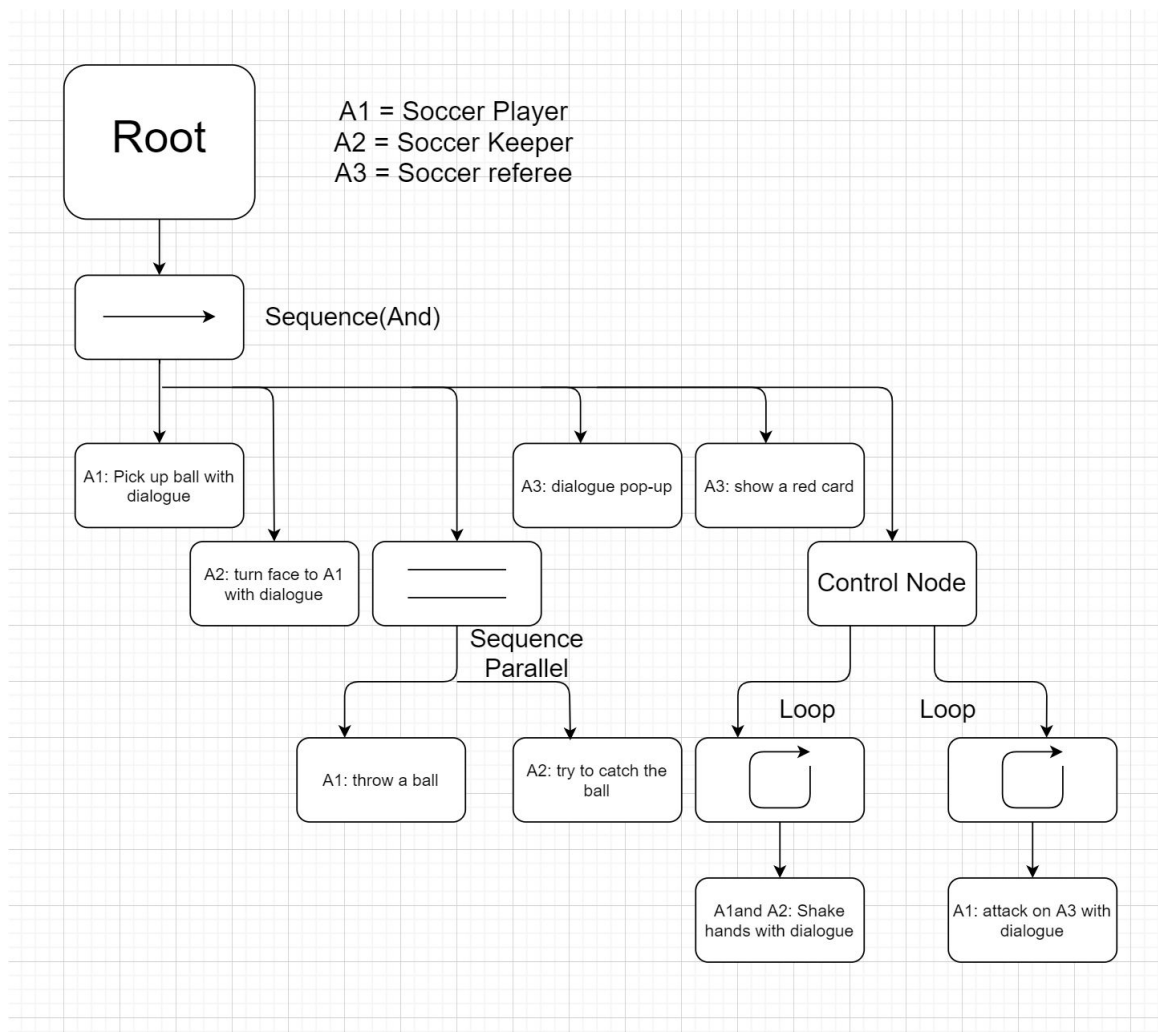
Player picks up the ball first and then the keeper will face the player. Player throws a ball by hand and then the keeper tries to catch it. Referee stops this game and shows a red card to the player because this is soccer. Now, you can control the keeper's feedback. It can be positive or negative.

Positive feedback: shake hands with the player (loop) and encourage him to try again.

Negative feedback: attack player's face again and again. (loop)

Hints:

1. After begin the game, you can control the camera by:
   Keys:

wasd	- movement
q/e	- up/down (local space)
r/f	- up/down (world space)
pageup/pagedown	- up/down (world space)
hold shift	- enable fast movement mode
right mouse	- enable free look
mouse	- free look / rotation

2. Link to video: https://youtu.be/ZjPeIXqnfaE
   Link to github: https://github.com/Darkat-X/Rutgers-CS428-523-Behavior-Tree

3. You can switch the feedback by clicking the "Positive Feedback" and "Negative Feedback" buttons.