Notes on HZD

Character

Projectile types – Tear, fire DOT, corruption Hack, shock Paralysis, freeze increased damage

Ropercaster

tripcaster

Sling – Grenades. Shorter range, heavy arc. Splash damage. Limited ammo

Proximity bombs, sticky bombs

Rattler – shotgun

Traps

Scan – weakpoints, AI paths

Movement - Move, roll, jump, slide, climb

Enemy –

Explosive – blow up cover

Normal machine gun

Charge

Jump

Behaviours –

Wander

Seek

Attack

Super – Increased turret rotation speed and firing rate for 5 seconds

Shield – Translucent blocking shield in one position

Heal self

Heal ally

Transform modules?

Variables

Health

Player health

Distance from player

Allies nearby

Goal – Survive/Kill

Actions

Attack – Cost: Low Preconditions: “In range”, has ammo Effect: Attacking

Seek – Cost: Preconditions: “In sight” Effect: Seeking

Wander – Cost: Very High Preconditions: None Effect: Wandering

Super – Cost: Very Low Preconditions: “Charged” Effect: Super – Double rotation and firing speed

Shield – Cost: High (Lowered when being healed) Preconditions: Effect: Projects shield

Heal self – Cost: Very High (Reduced by being damaged) Preconditions: Damaged Effect: Healing

Heal ally – Cost: Low (Increased by being damaged) Preconditions: Damaged ally in range Effect: Healing ally

Seek Ally – Cost: Low (Increased by being damaged) Preconditions: None Effect: Move towards (damaged) ally

Collect ammo – Cost: High Preconditions: “ “ Effect: Seek charging station

Healer unit – Goal – Survive/Heal

Modular enemy –

Main piece – Spawns modules, attaches modules to itself, can move and has AI

Module types –

Module holder – spawns more modules

Armour – Protects the core

Weak spot – Explodes and damages other parts

Machine gun – Rapid fire, weak bullets

Missiles – Large, slow projectiles that explode and can remove cover

Feel –

Shooting –

Zoom

Screenshake

Particles

Knockback