

PLAYER CONTROLLER

- state (active, ^{ghosting}recorded, ragdoll, idle)
 - ↳ per state: List < MonoBehavior > that are active
- holds references to GameObjects that are used elsewhere, for convenience
- ID

PLAYER MOVEMENT

- enabled for active player & ghostlings

GHOOSTLING RECORDING

- List < GhostlingFrame > data
- Rate: $1/\text{TimeFixedDeltaTime}$
 - ↳ default 50 Hz, inc. can be adjusted
- bool IsBroken() {
 check validity of
 position etc,
 w.r.t. non-break
 zones
}

FRAME

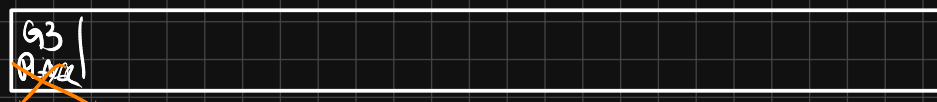
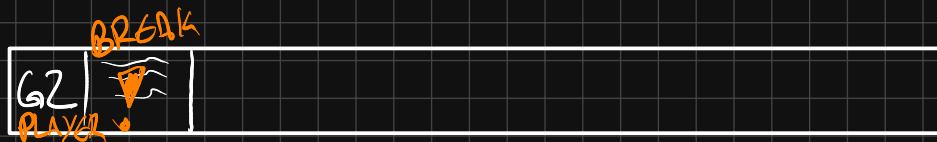
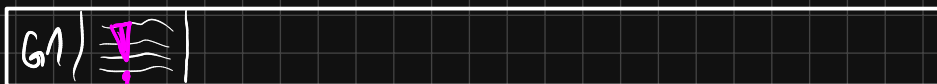
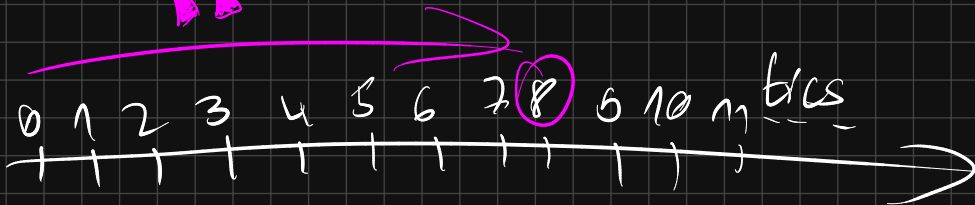
- int frame_index
- Inputs
 - ↳ Movement (WASD)
 - ↳ Actions
 - ↳ Hunk
 - ↳ Jump
 - ↳ Shoot
 - ↳ Initial Pos, Speed, Direction
(will be used to
spawn bullet)
 - ↳ Active Item/Item Pickup
- Position
- Suicide (can't be prevented)
- Death (external cause)
- Non-break zone properties

GHOOSTLING MANAGER

- needed for handling loop-breaks
- resetting level on restart
- global timecode (number of ticks)
- each tick:

```
for each GHOOSTLING; do
  if LOOP-BREAK; then
    push (TIMESTAMP, PLAYER-ID) to stack
    set PLAYER inactive;
    set GHOOSTLING active;
  else;
    play FRAME;
  fi.
done.
```

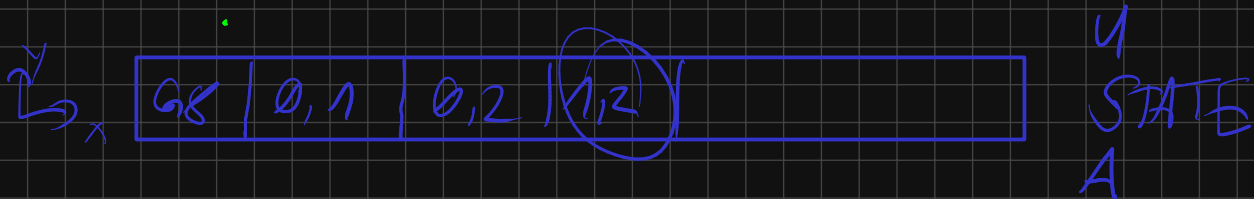
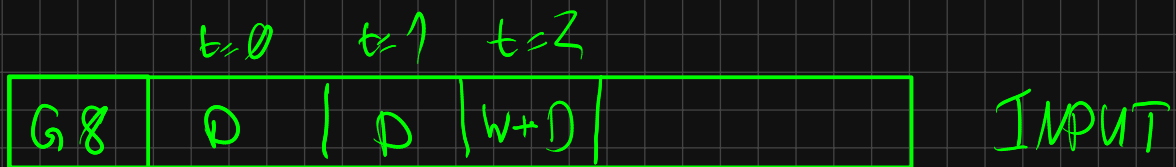
"▶▶"





$t=4; phy=63$

FAST FORWARD TO RECONSTRUCT STATE \rightarrow set timescale



LOOP BREAKS

↳ saved from death

↳ unintended change in position

↳ if CURRENT POSITION \neq SAVED POSITION; break

$\begin{matrix} \swarrow \\ \downarrow \\ \searrow \end{matrix}$
E
(carles' position)

change
of
active
goose
to fix

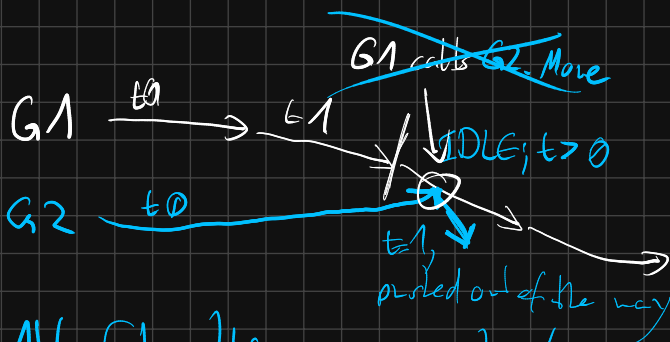
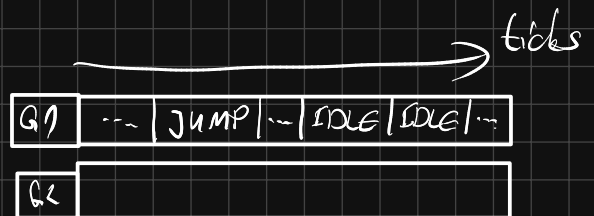
~~↳ picked up item becomes unavailable?~~

↳ All items are infinite; fuck the economy



WHAT IF...?

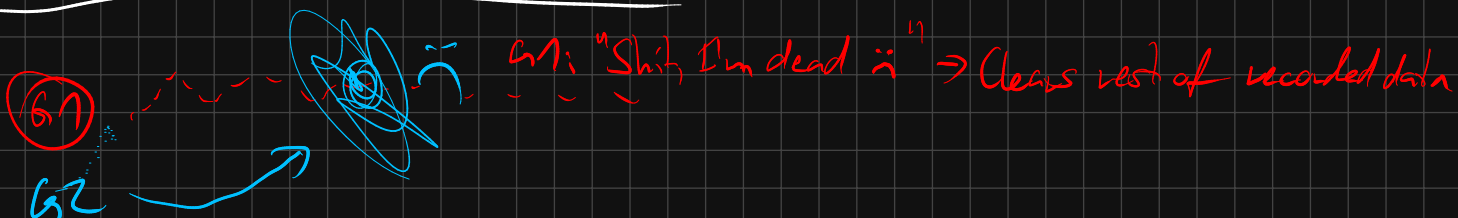
- jump \rightarrow go to idle in the air



~~IDLE~~ \rightarrow FF Button; can be pushed around

All Ghostlings can push e/o.
Player can't push.

SEPARATE FROM LOOP BREAK LOGIC



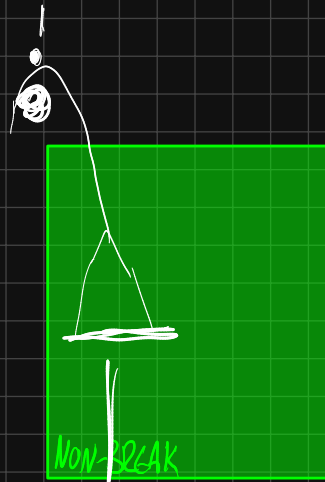
Non-BREAK-Zones aka. How To Bullshit A Pulley In 3 Easy Steps

↳ Parameters of conditions to ignore:

$\left. \begin{matrix} \square x \\ \square y \\ \square z \end{matrix} \right\} \text{movement}$

(□ deaths?)

↳ Trigger Collider



Tona breakage in NBZ is an acceptable glitch.

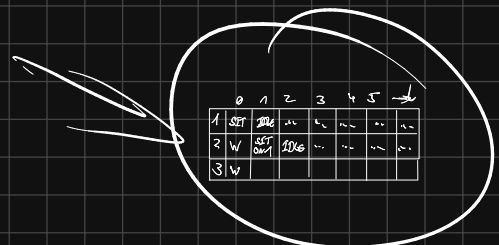
GGGG EXIT NON-BREAK,
 WHICH WOULD IMMEDIATELY
 BREAK THEIR LOOPS. → attach N.B.Z. to pulley
 FLOOR (NOT LAVA)

WHAT IF ...?

(4)
 (3)
 (2)
 (1) ← (5)
 t5; G5 → 4 X
 t5; G5 → to G3
 t5; G5 → to G2

	0	1	2	3	4	5	6	7
1	SIT	IDLE	IDLE	X	X	X
2	WALK	SIT ON 1	IDLE	!	→	→
3	w	w	SIT 2	IDLE	...	!	→	→
4	w	w	w	SIT ON 3	IDLE	!	→	→
5	w	w	w	w	SHOOT 1	☑	→	☺

"GEHT SCHON
 NICHT KAPUTT."
 - GGG, famous last words



G0: ----- schnubs ----- button

G1: ----- schnubs -----

G3

G4

⋮

Shot Dead = ~~Deletes~~ LoopFrame (int tick)

bad LoopBreakRepairable()
 → deletion RB

G0: ----- ~~schnubs~~ -----

G1: ----- ~~door~~ ----- button -----

G2: ----- ~~door~~ ----- door -----

G3: ----- ~~door~~ ----- door -----

G4: ~~schnubs~~ -----

G5: KEEL



G0:

⋮

G5: ----- Lufta -----

G6: CAN'T STOP G5 w/o Physics Object

Goose colliding w/ ac another:

Smaller FD pushes larger FD away.

$t=40$

G_0 — — — — —

G_1 — — — — —