**Time Stop/Slow**

**Duration**; Damage based, can be automatically set wherever the damage is calculated/set for weapons, or re-calculated once on weapon equip if damage buffs, etc., should be considered (probably unnecessary). It should have a maximum duration,

**Time Slow Value**; Hard cut to 0/set value or, based on an animation curve.

**Impact**

**General**; Impact requires the hitDirection from the Hitting collider to the Receiving collider, the impactFX object’s transform.up will be set to that hitDirection. The impact position(x,y) should be set to the raycastHit.point of a Physics2D.Raycast starting from the Hitting collider in hitDirection for a length of hitDirection.magnitude, checking the hitLayerMask.

Impact requests should be sent to a script that calculates the necessary values and plays the impact. Impact needs hittingCollider’s position, receivingCollider’s position, impactFX ScriptableObject, and a LayerMask.