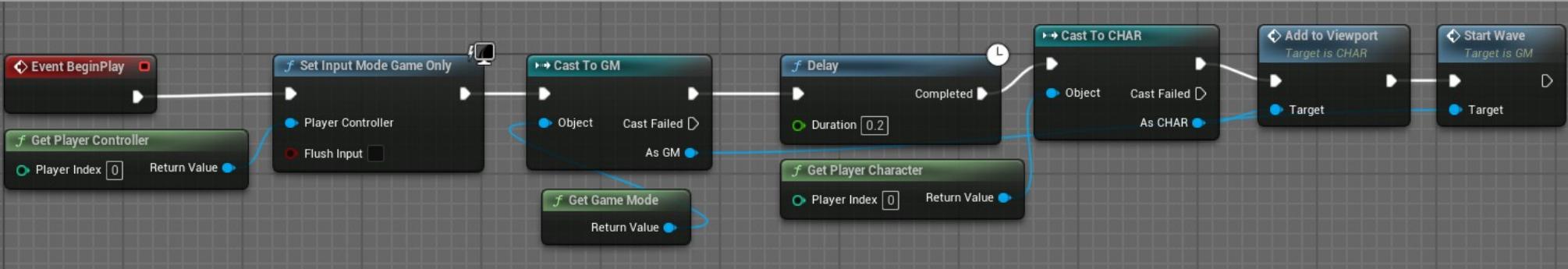


# LEVEL BLUEPRINT

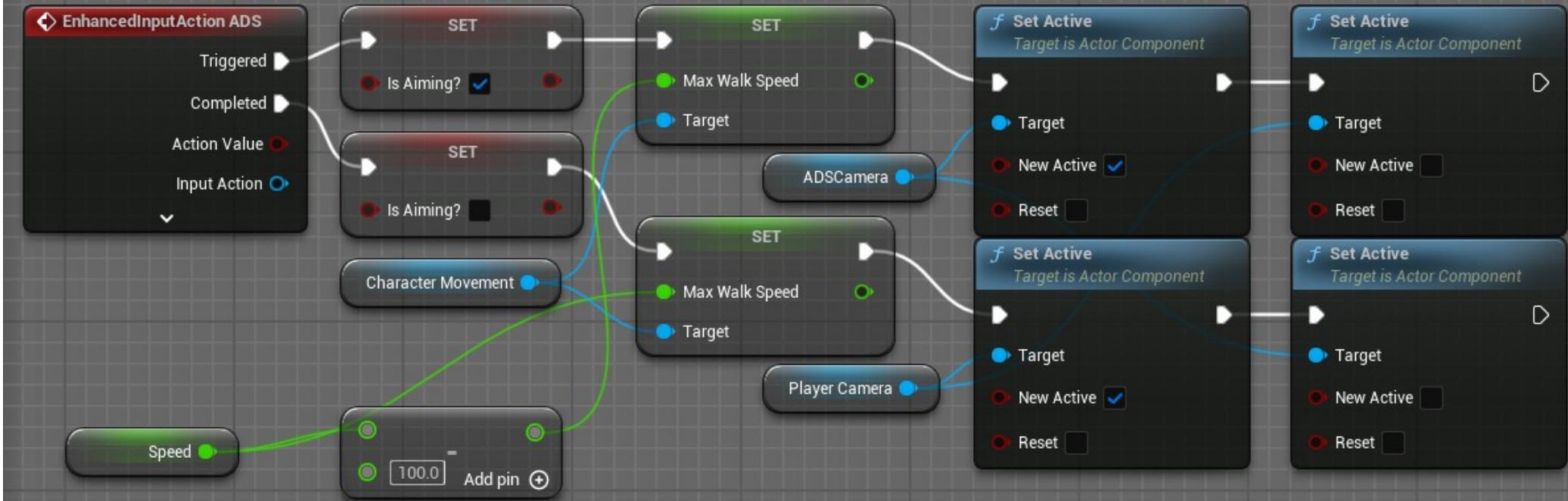
## Level Blueprint



# CHARACTER

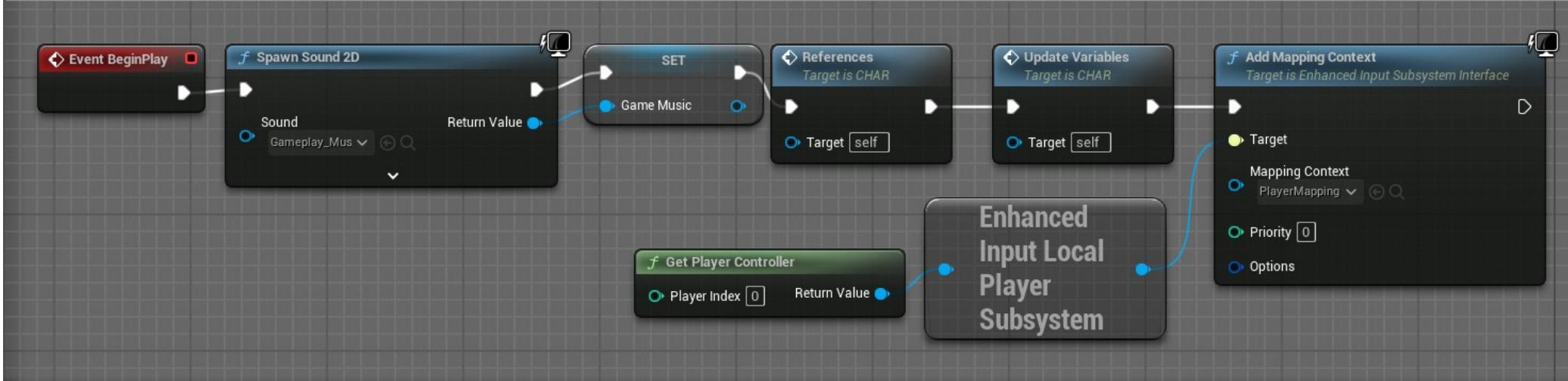
# CHARACTER ADS

ADS

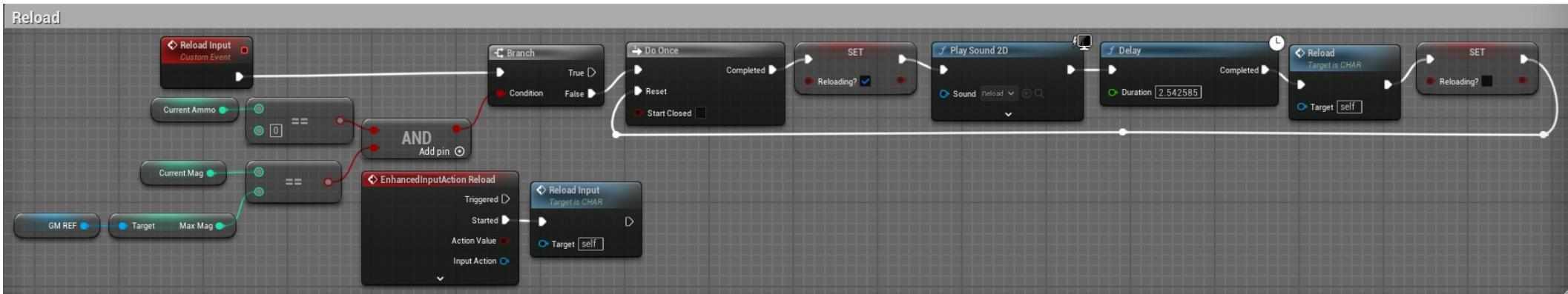


# CHARACTER CALL REFERENCES, MAPPING & VIEWPORT

## Widgets, References, Mapping Context

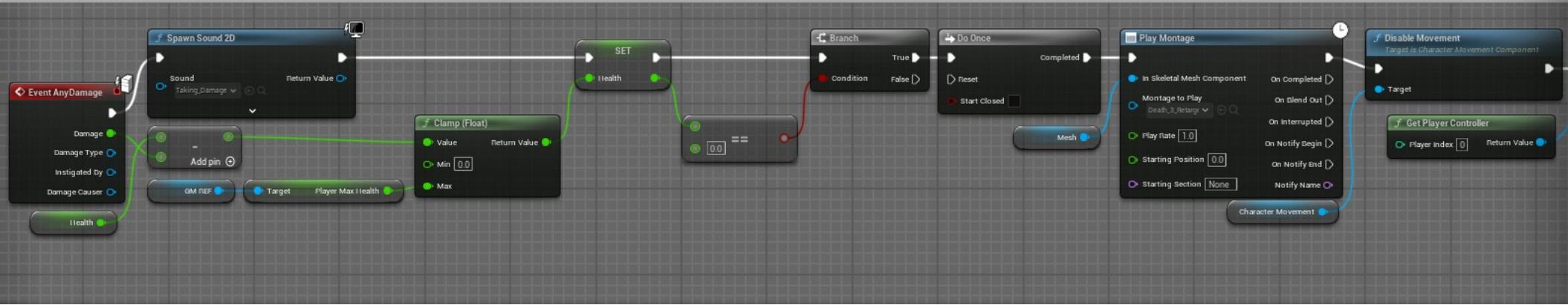


# CHARACTER CALL RELOAD



# CHARACTER DAMAGE SYSTEM (0)

Damage System

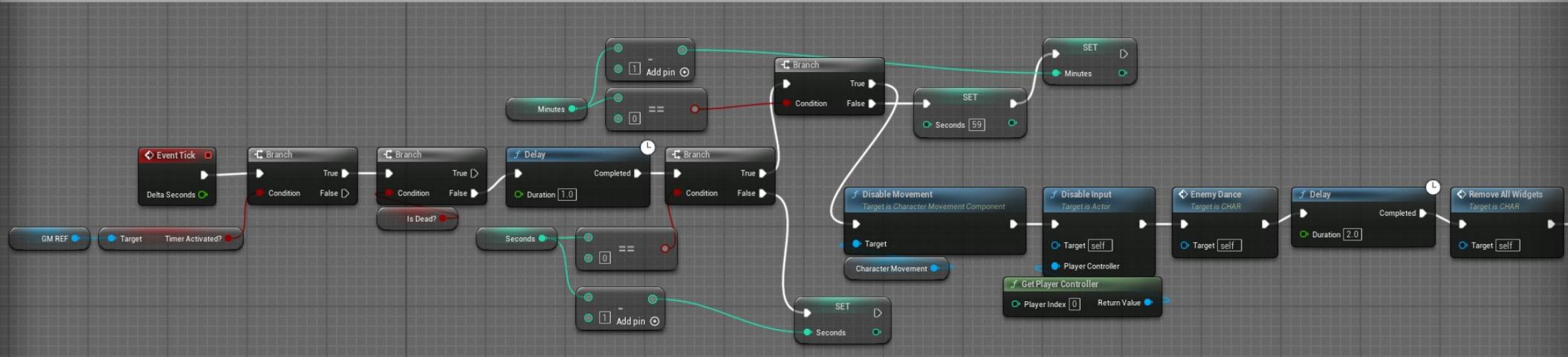


# CHARACTER DAMAGE SYSTEM (1)

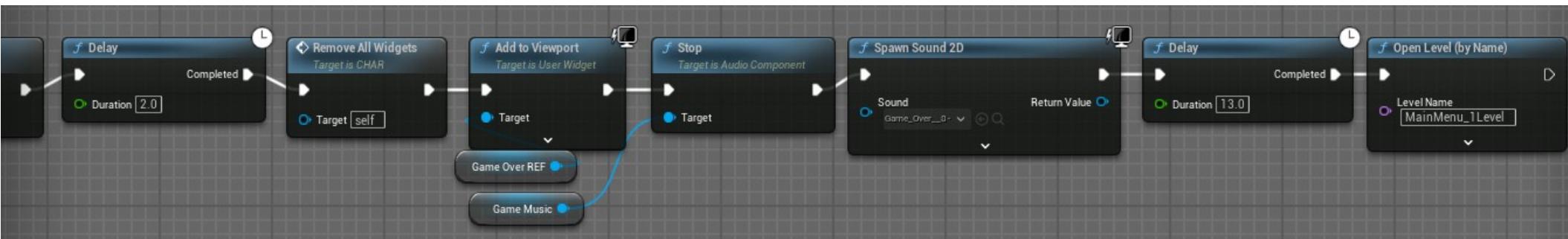


# CHARACTER DECREASE TIMER & CHECK STAMINA (0)

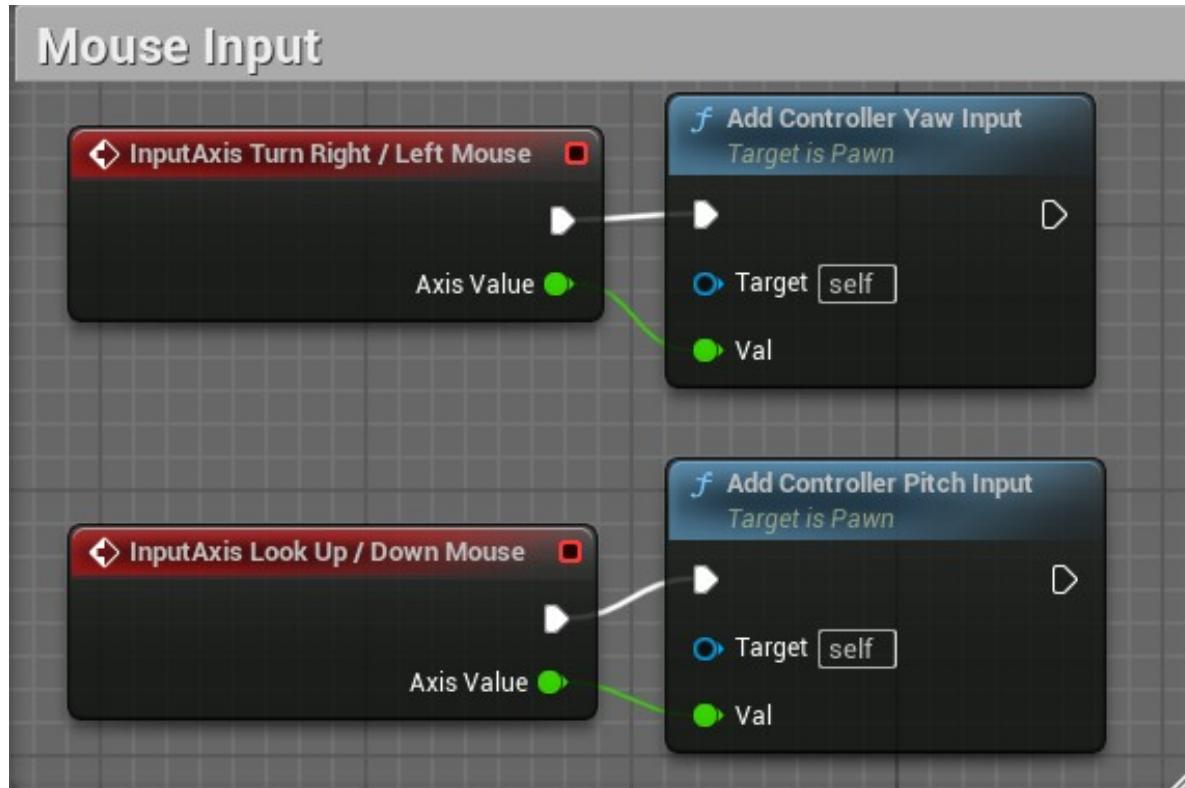
Decrease Timer, Check Stamina



# CHARACTER DECREASE TIMER & CHECK STAMINA (1)

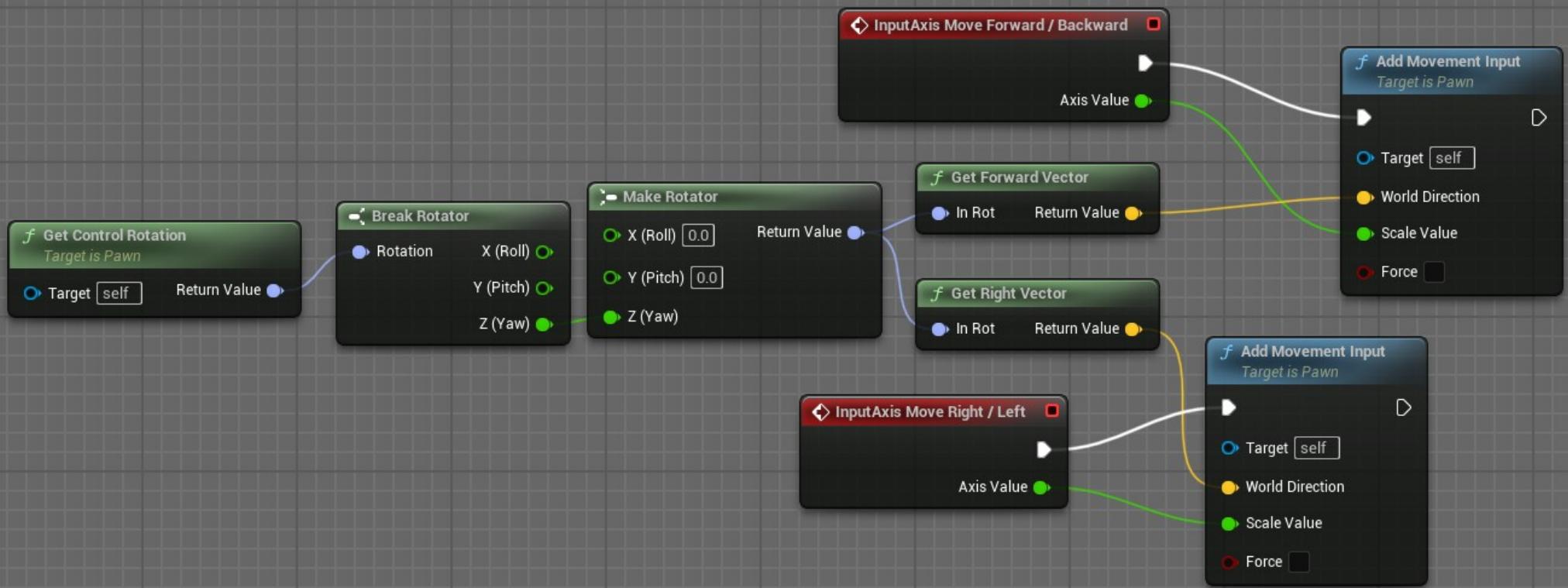


# CHARACTER MOUSE INPUT



# CHARACTER MOVEMENT

## Movement Input

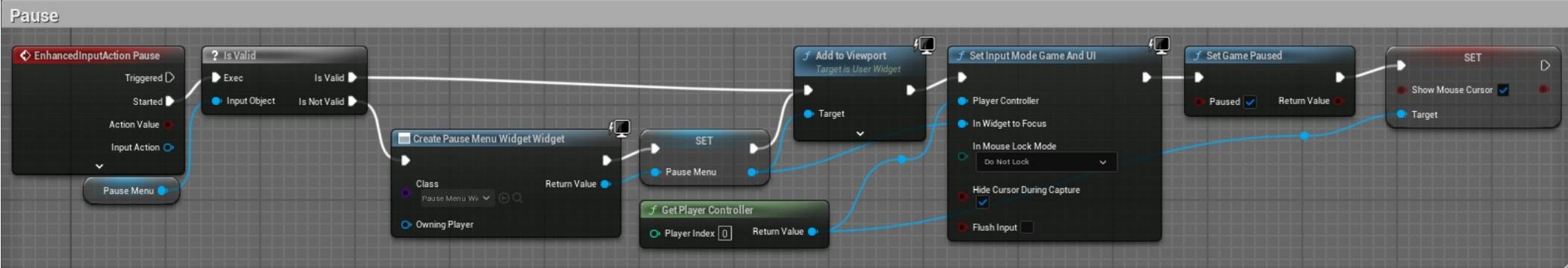


# CHARACTER NEXT WAVE

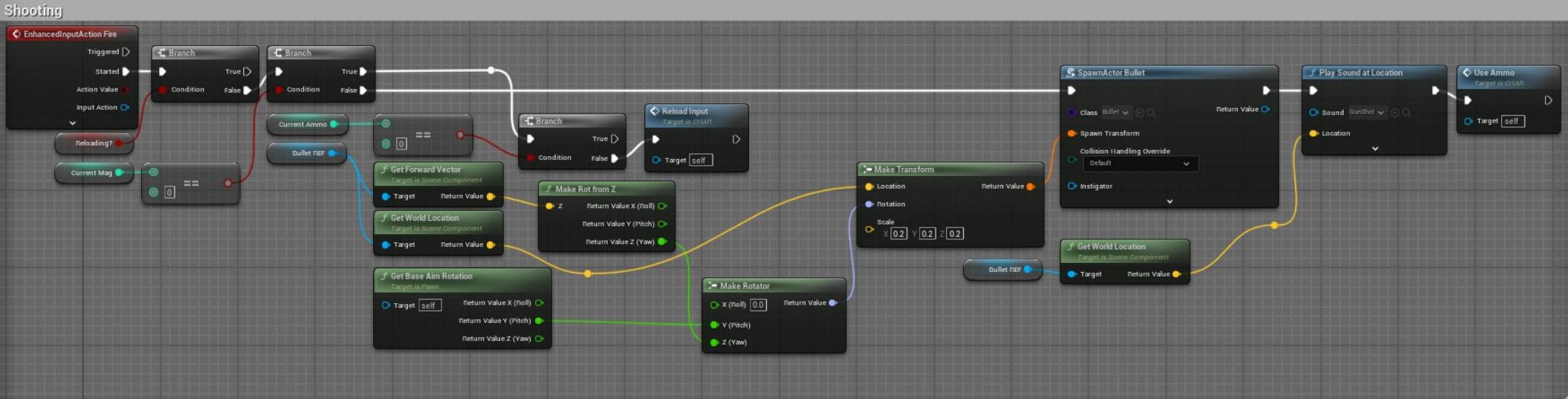
## Next Wave



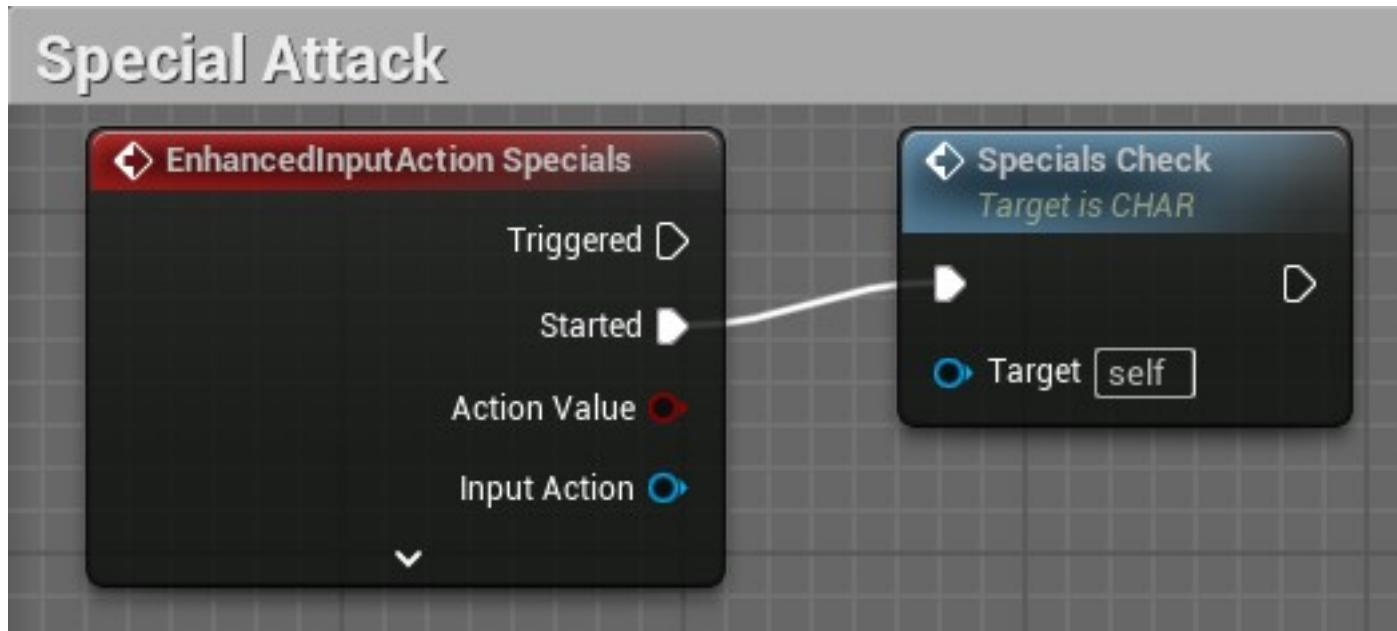
# CHARACTER PAUSE



# CHARACTER SHOOTING

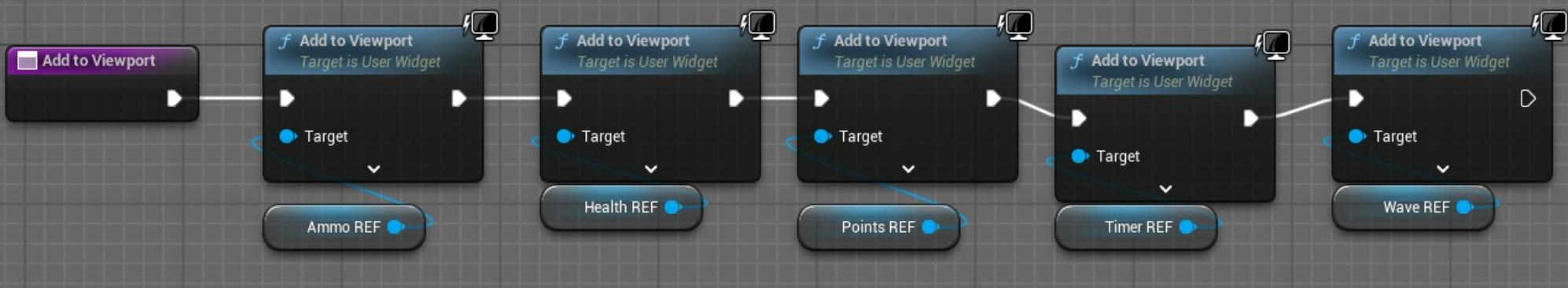


# CHARACTER SPECIAL ATTACK

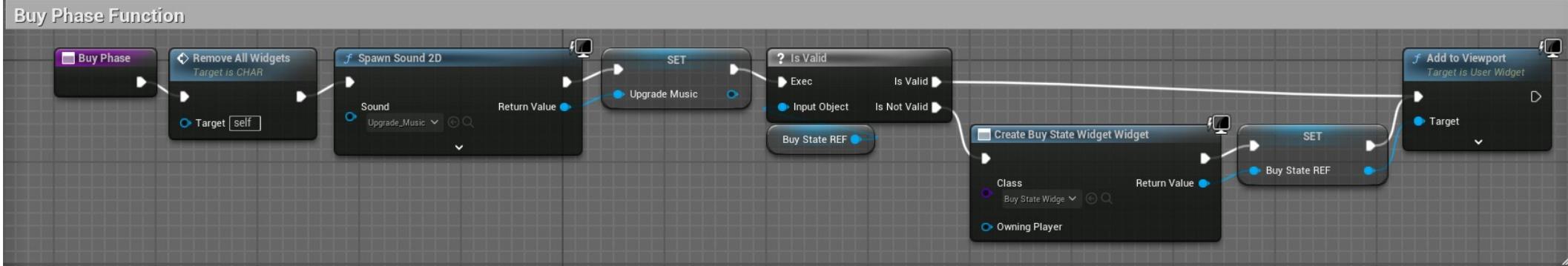


# CHARACTER ADD TO VIEWPORT FUNCTION

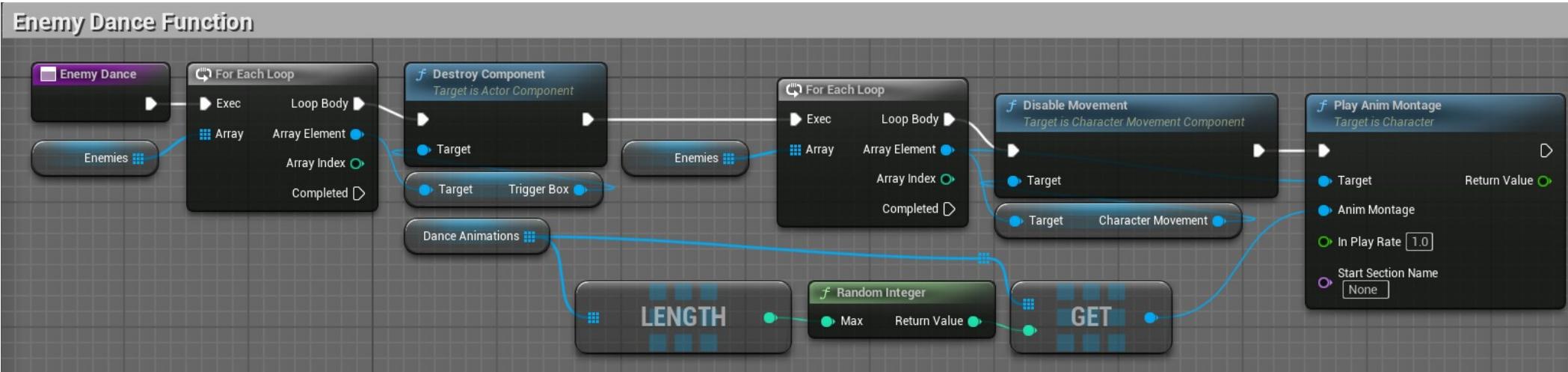
## Character, Add to Viewport Function



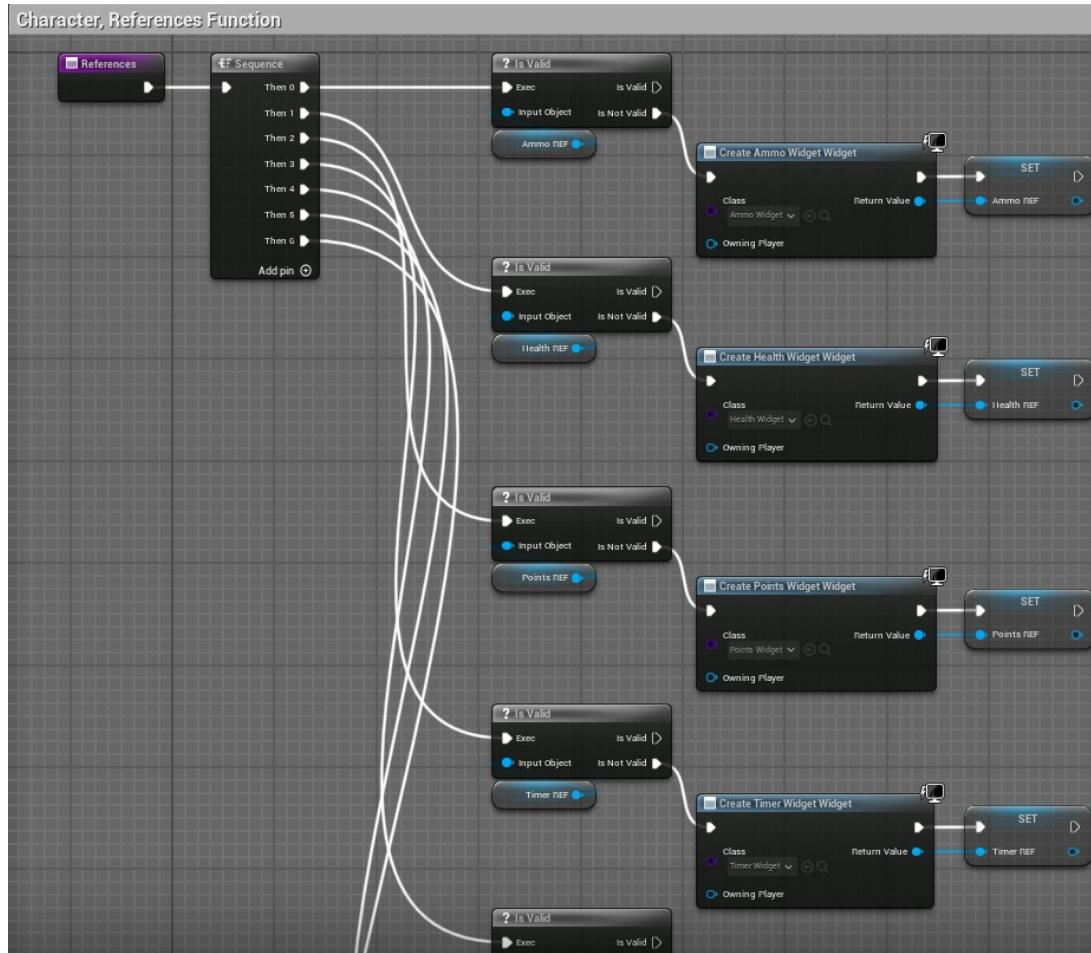
# CHARACTER BUY PHASE FUNCTION



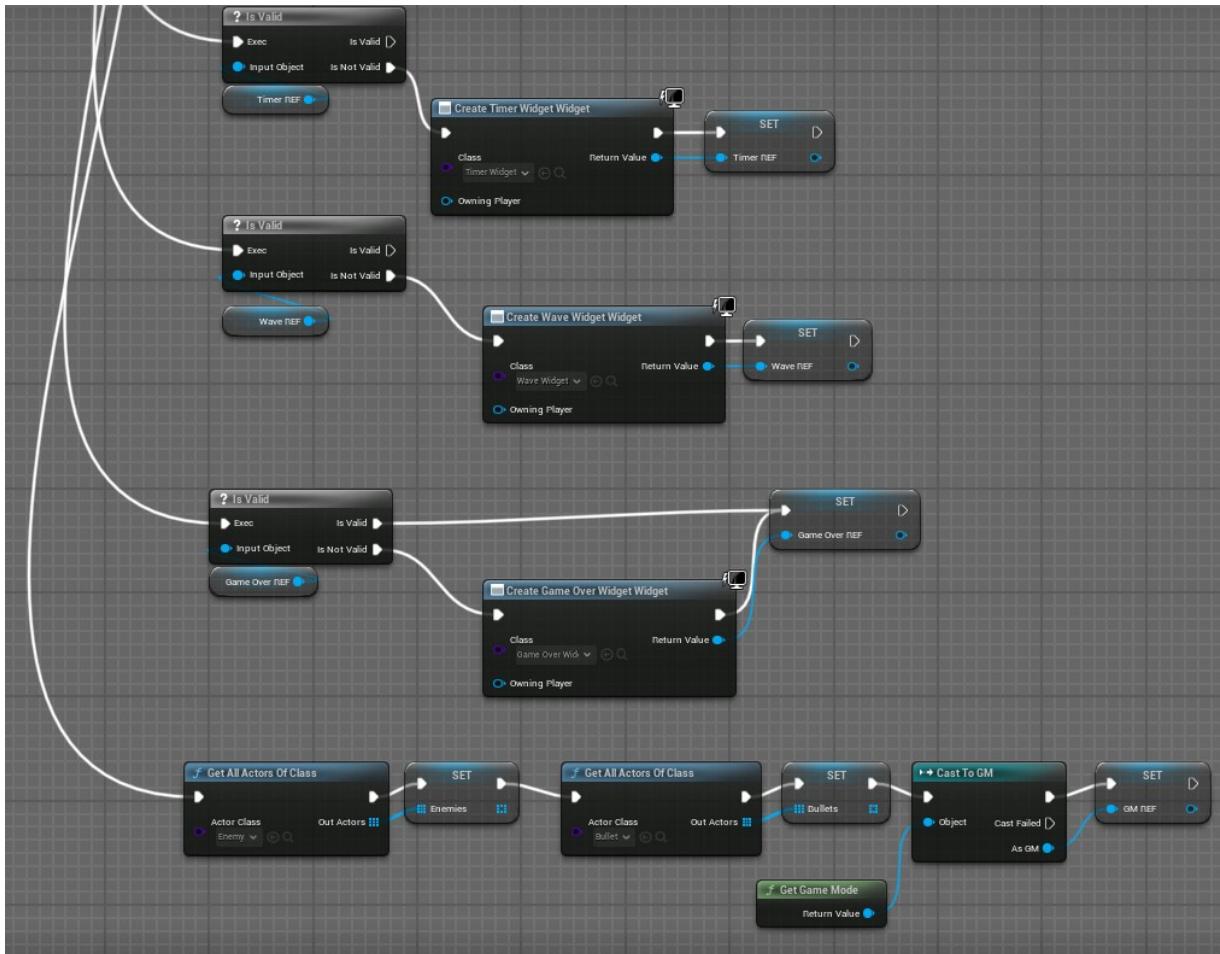
# CHARACTER ENEMY DANCE FUNCTION



# CHARACTER REFERENCES FUNCTION (0)

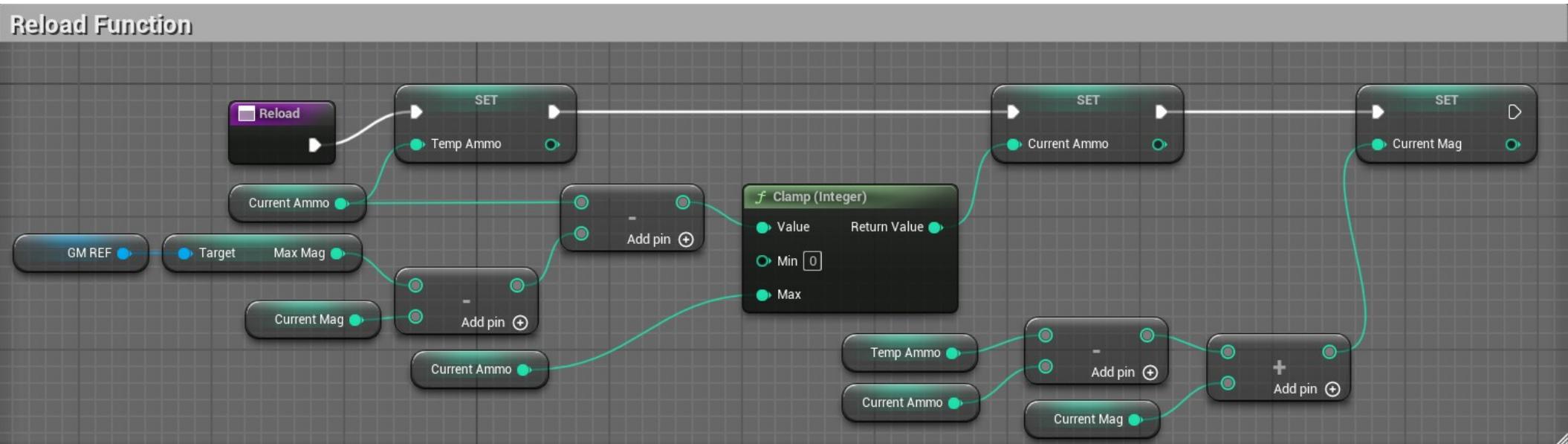


# CHARACTER REFERENCES FUNCTION (1)



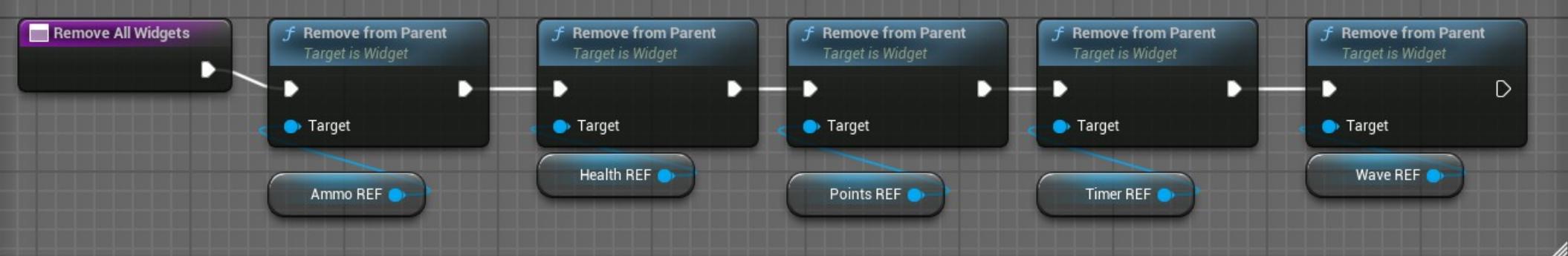
# CHARACTER RELOAD FUNCTION

Reload Function



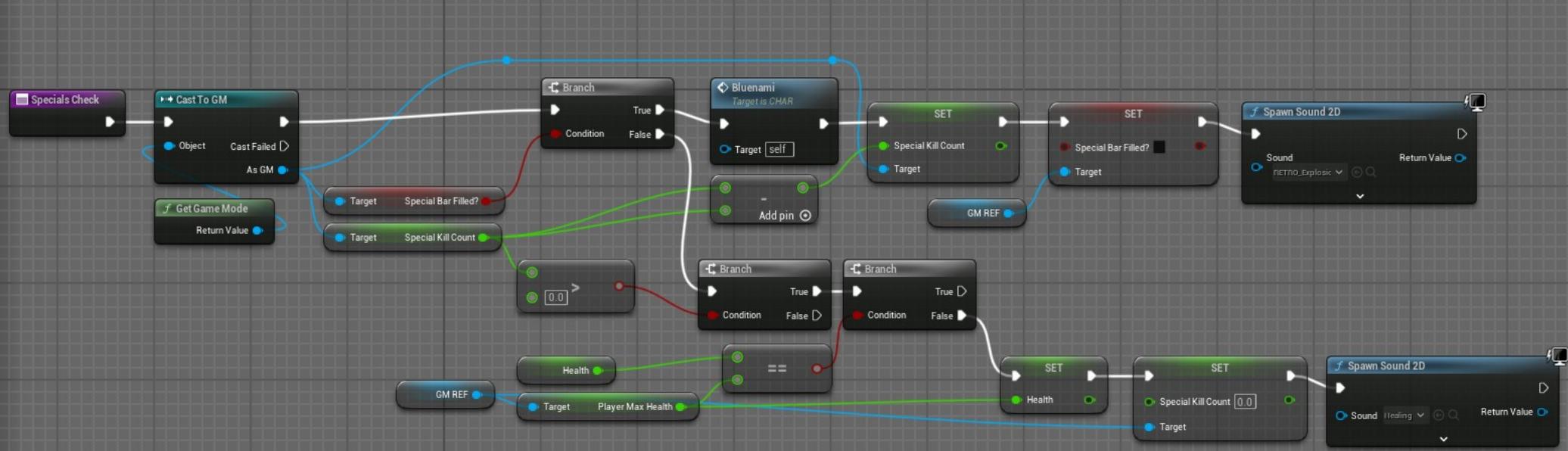
# CHARACTER REMOVE ALL WIDGETS FUNCTION

## Remove All Widgets Function

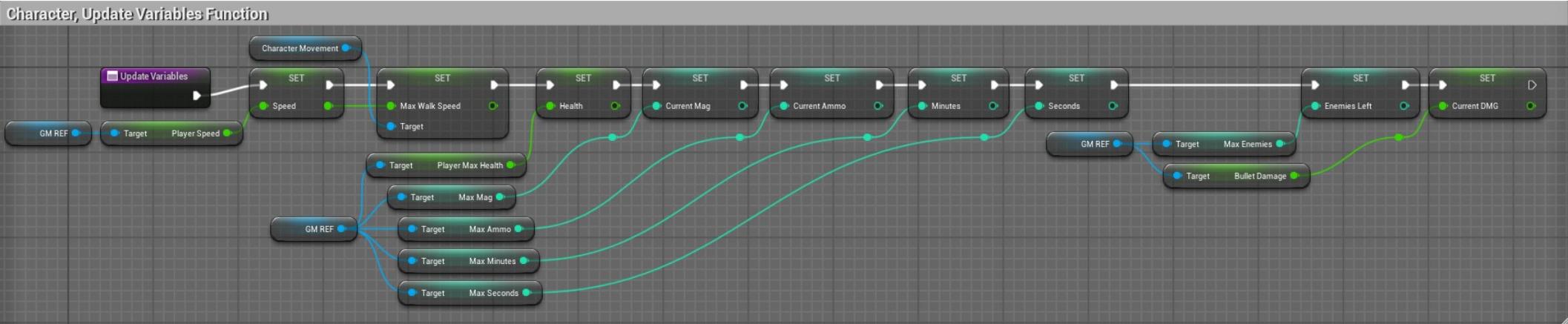


# CHARACTER SPECIAL CHECK FUNCTION

Specials Check Function

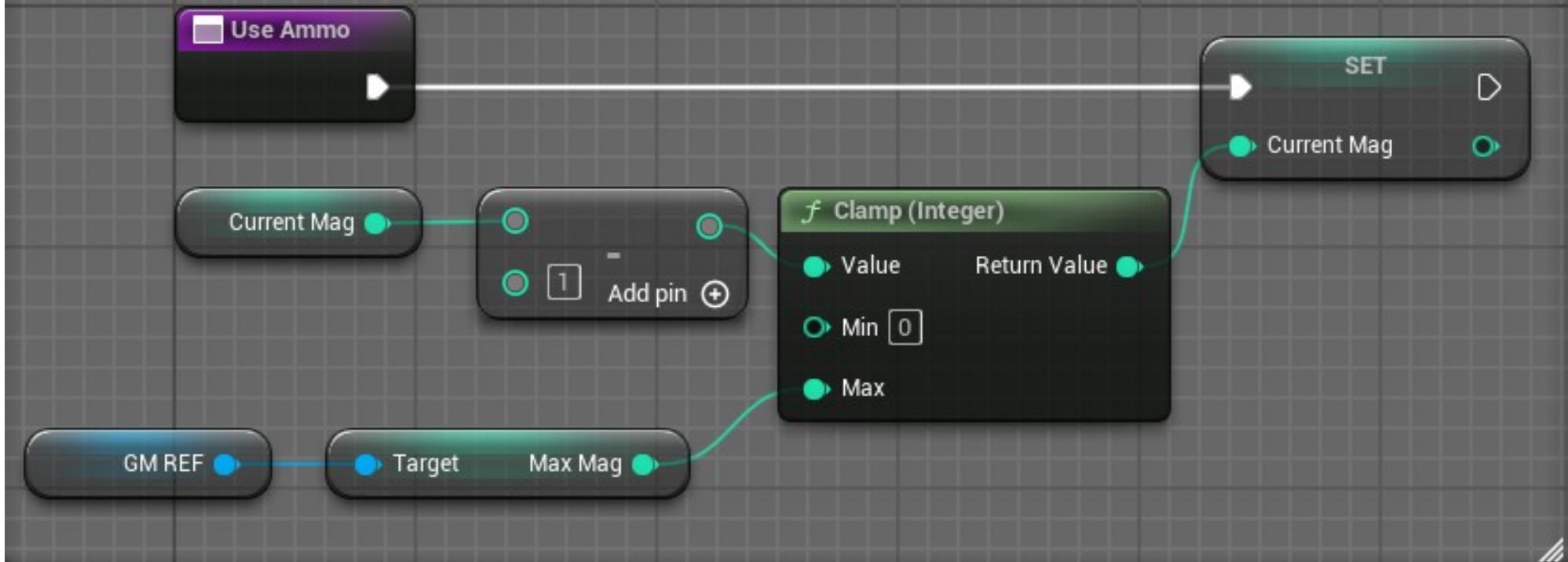


# CHARACTER UPDATE VARIABLES FUNCTION



# CHARACTER USE AMMO FUNCTION

## Use Ammo Function



ENEMY

# ENEMY DAMAGE

## Enemy Damage



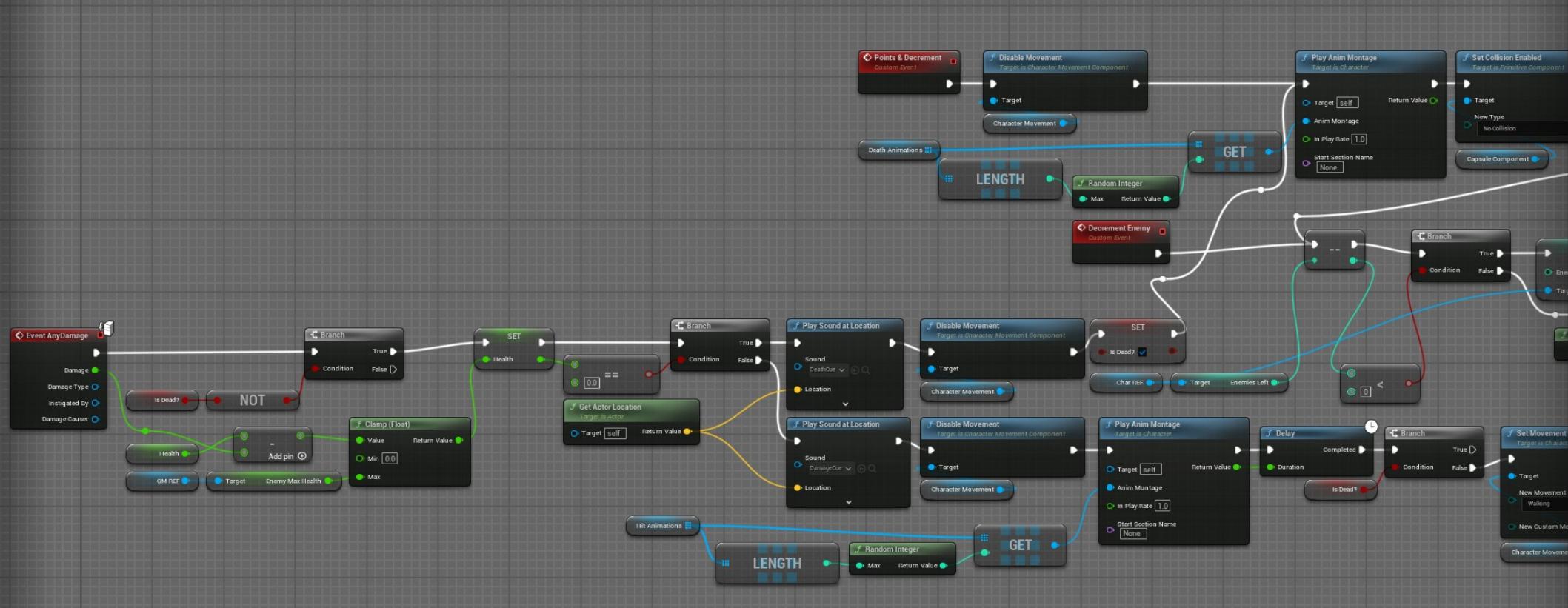
# ENEMY CHASE PLAYER

## Chase Player

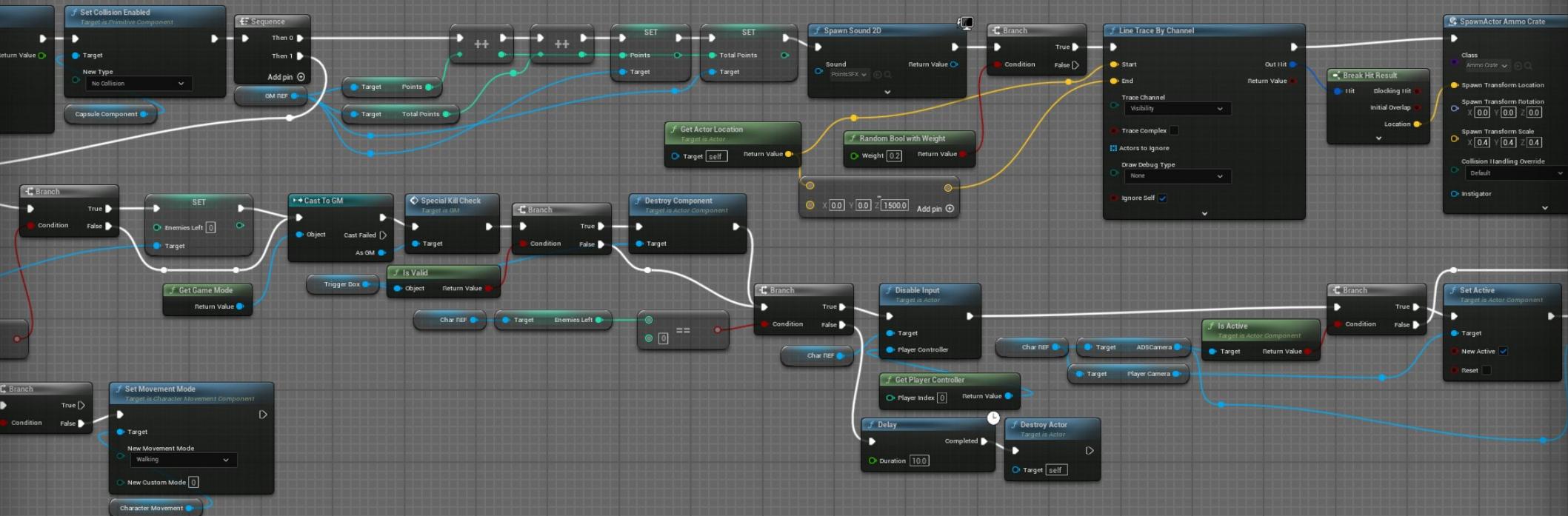


## ENEMY TAKING DAMAGE & ANIMATIONS (0)

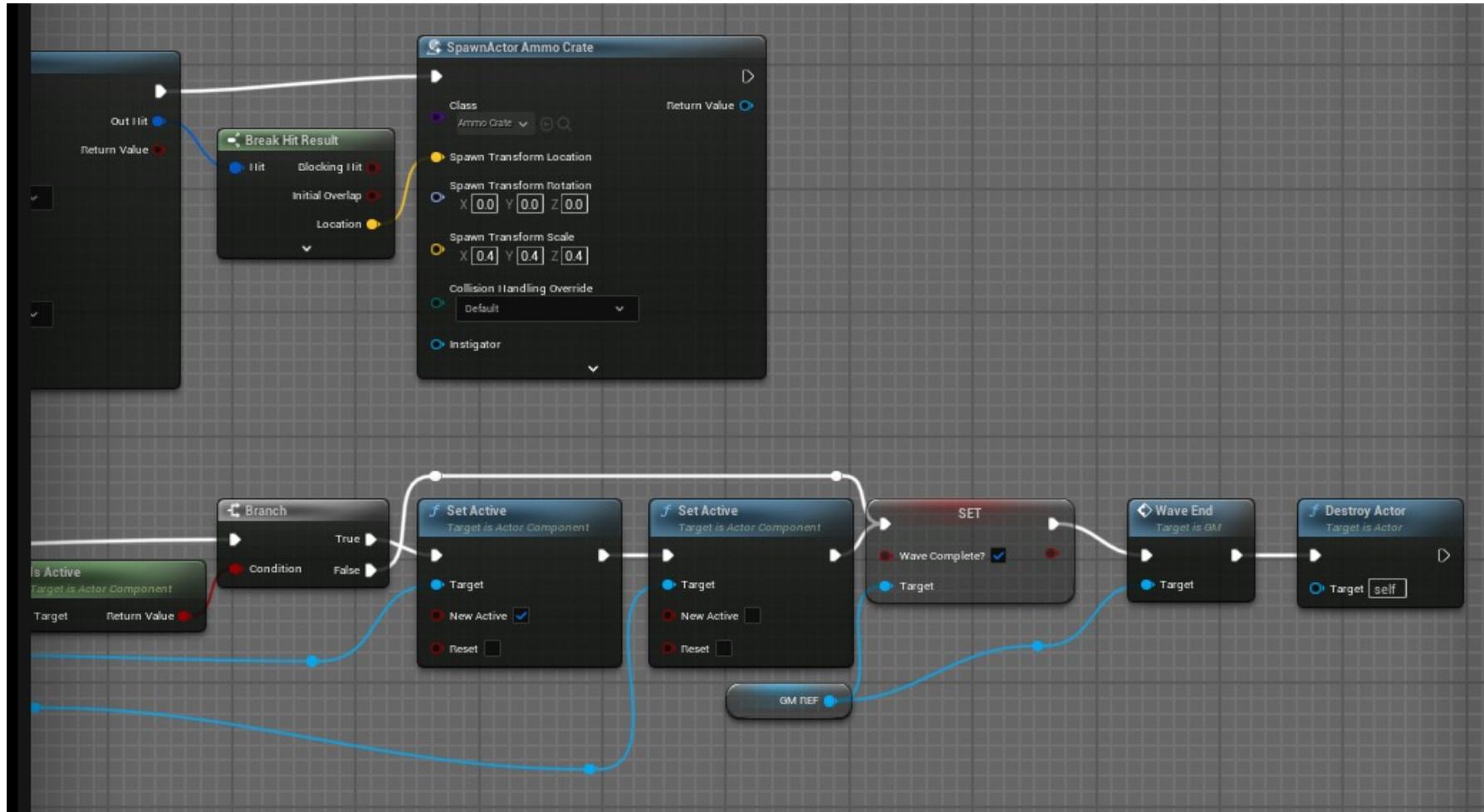
## Taking Damage, Hit & Death Animations



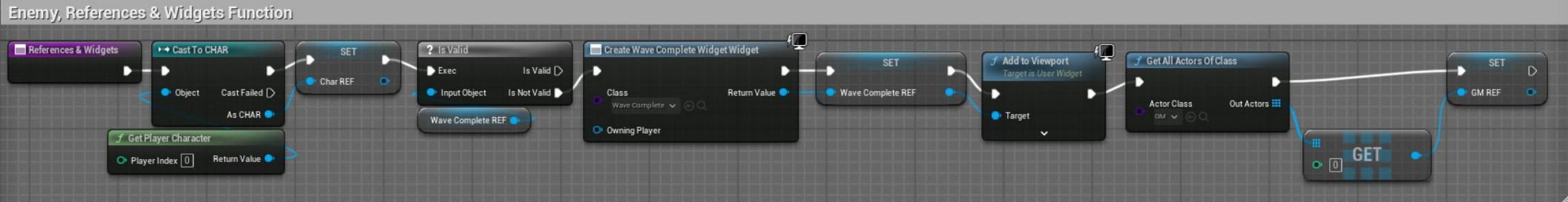
# ENEMY TAKING DAMAGE & ANIMATIONS (1)



# ENEMY TAKING DAMAGE & ANIMATIONS (2)

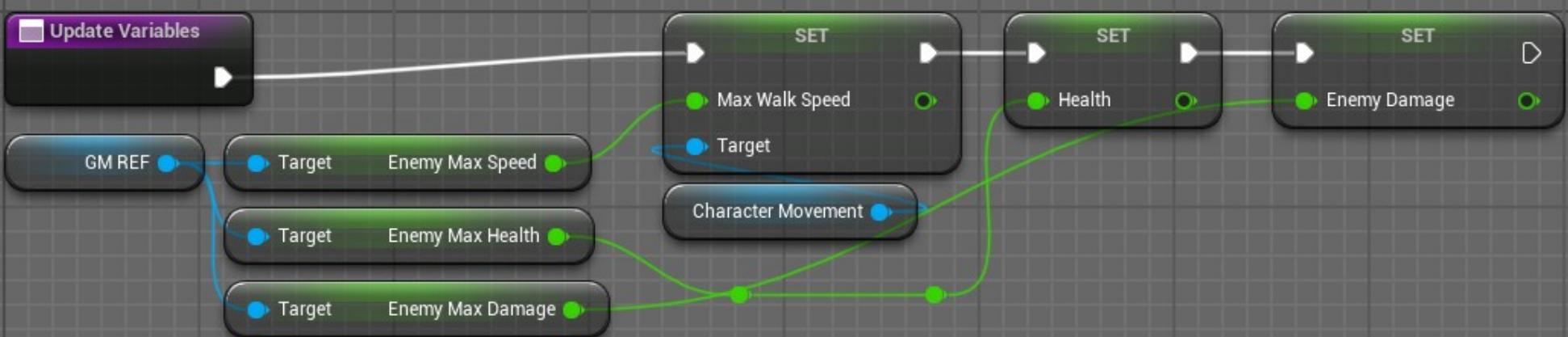


# ENEMY REFERENCES & WIDGETS FUNCTION



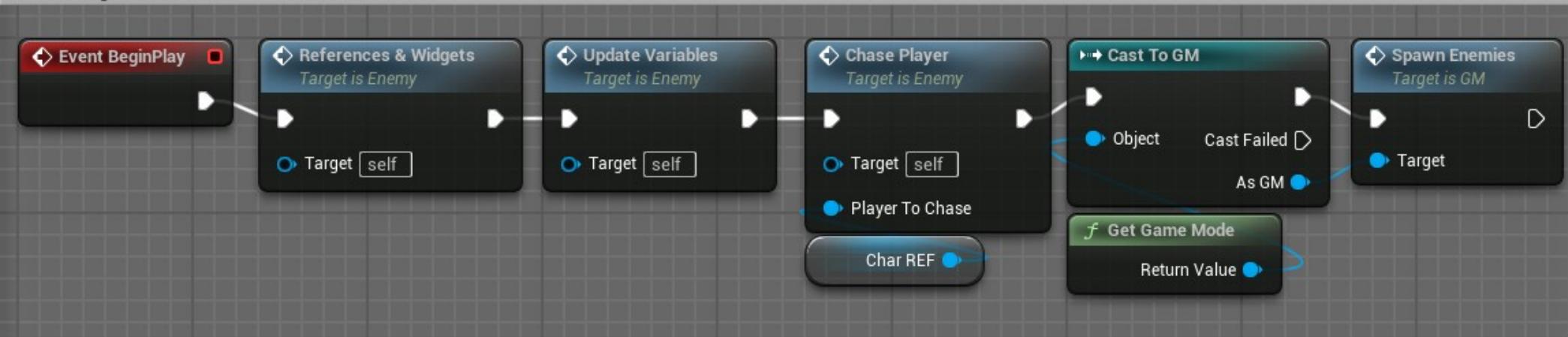
# ENEMY UPDATE VARIABLES FUNCTION

## Enemy, Update Variables Function



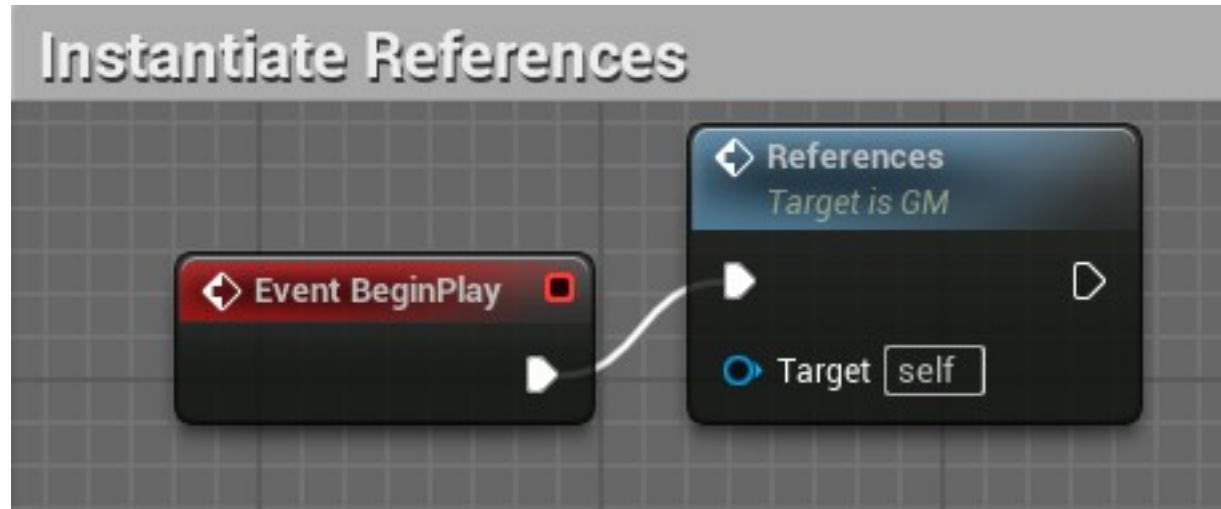
# ENEMY CHARACTER REFERENCES FUNCTION

## Enemy, Character Reference



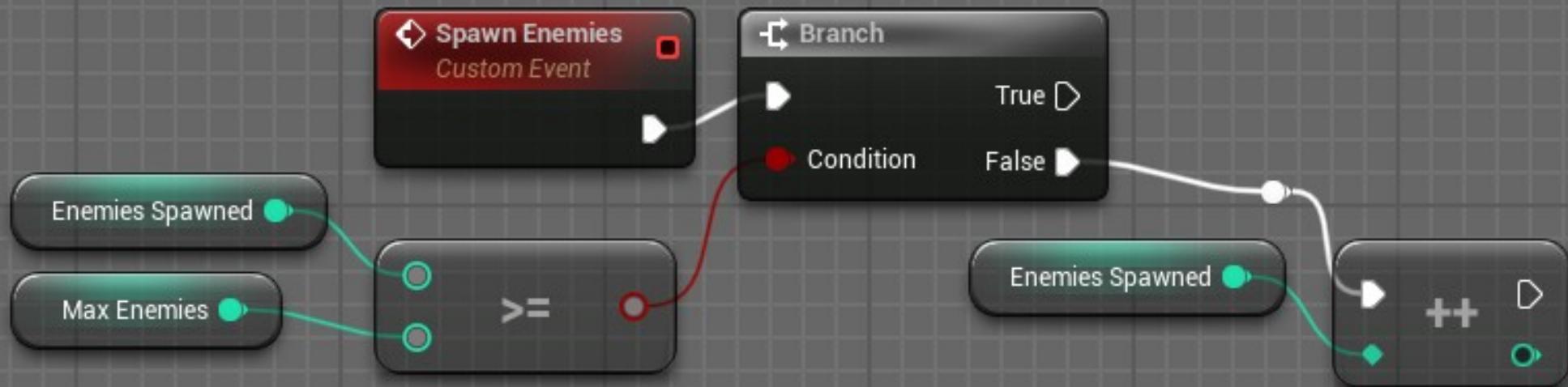
# GAME MANAGER

# GM INstantiate REFERENCES



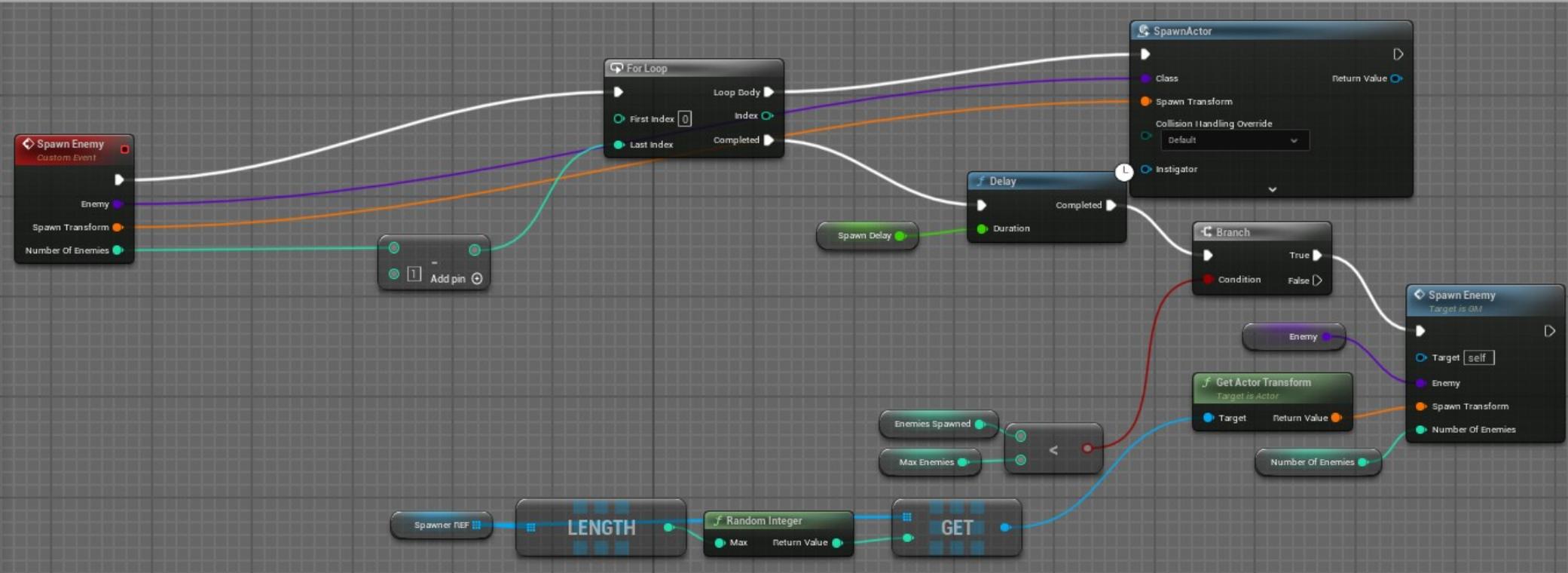
# GM SPAWN ENEMIES

## Spawn Enemies



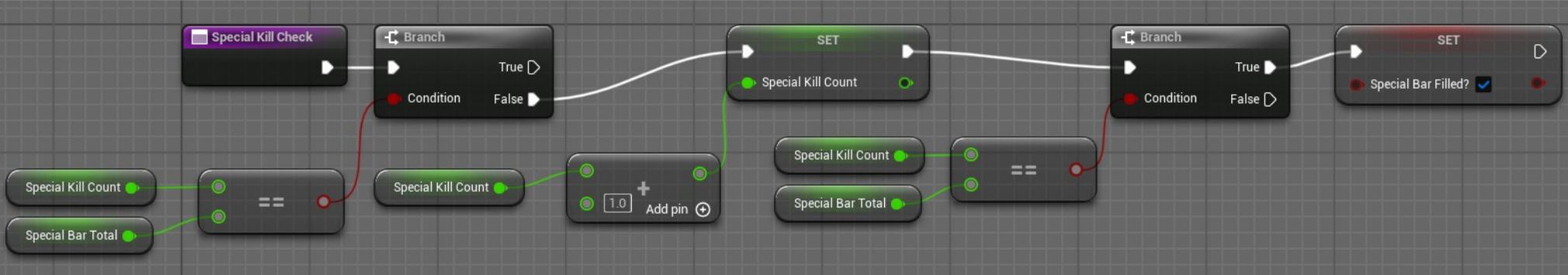
# GM SPAWN ENEMY

Spawn Enemy



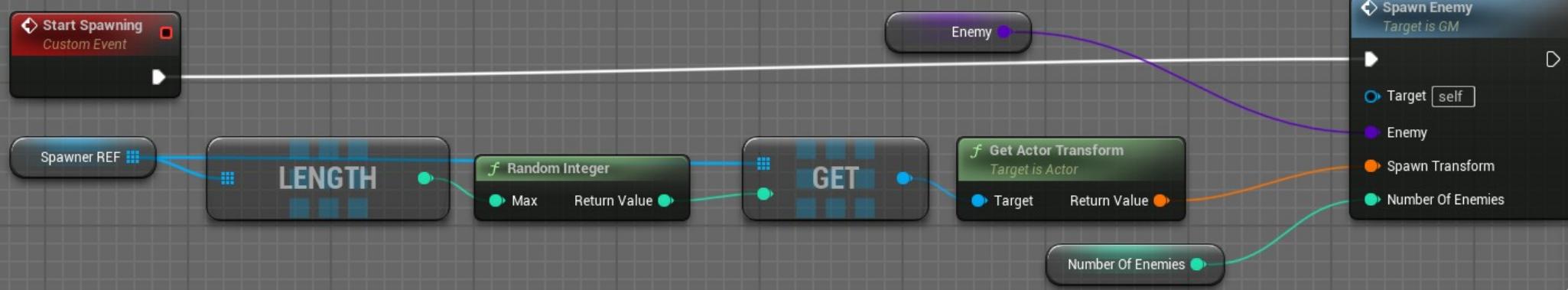
# GM SPECIAL KILL CHECK

## Special Kill Check



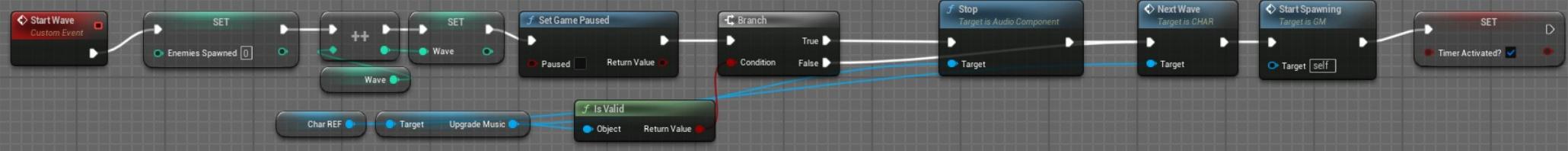
# GM START SPAWNING

Start Spawning



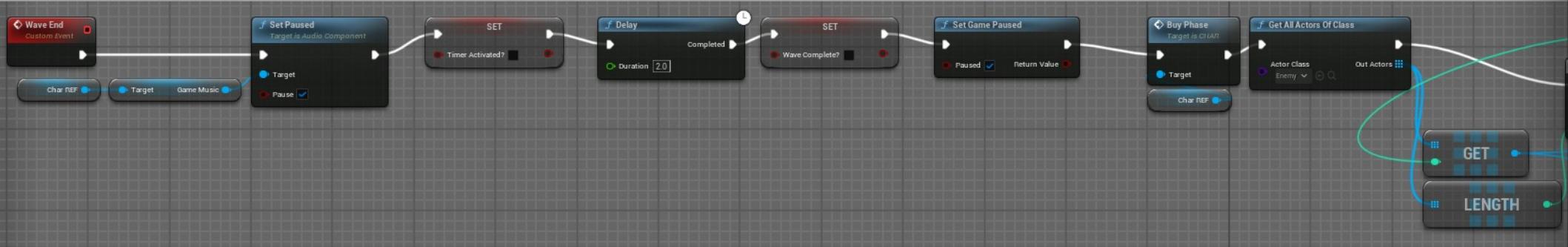
# GM START WAVE

Start Wave



# GM WAVE END (0)

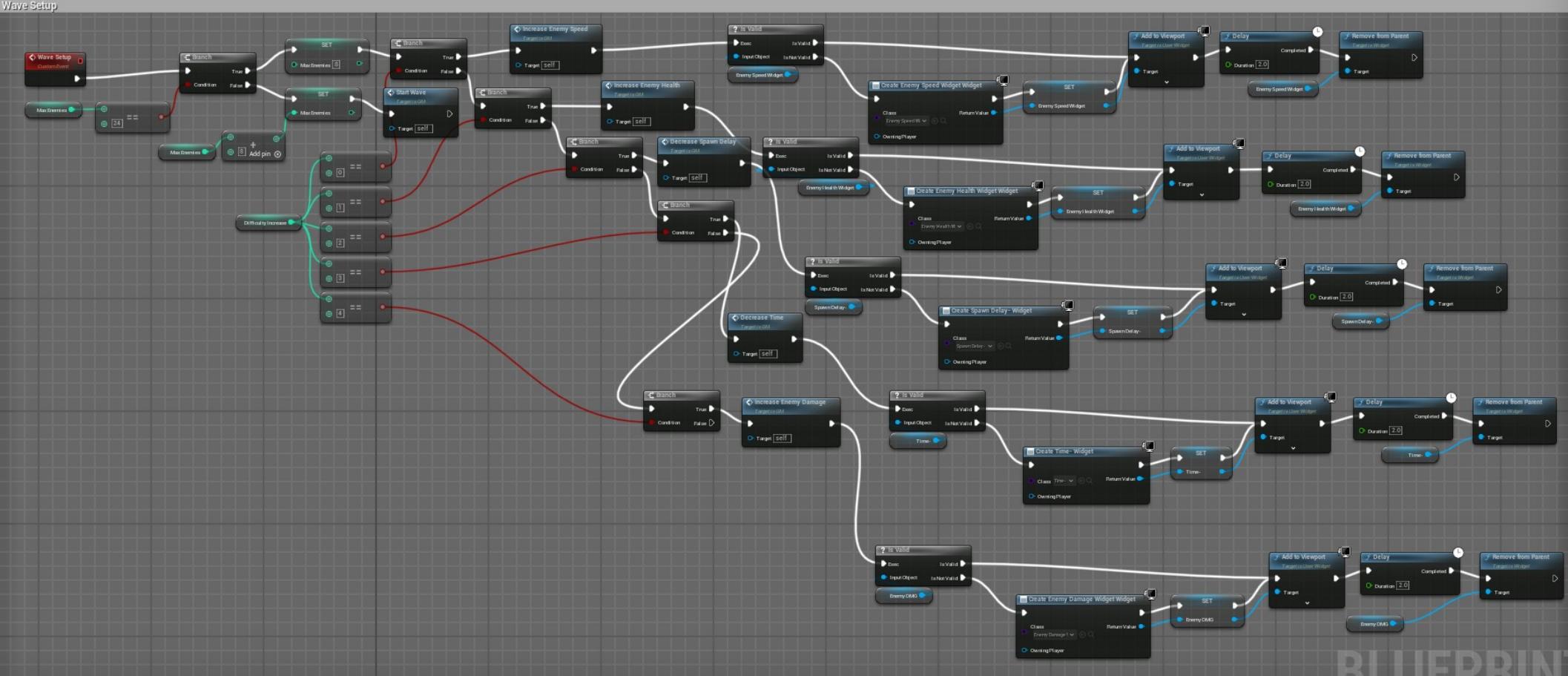
Wave End



# GM WAVE END (1)

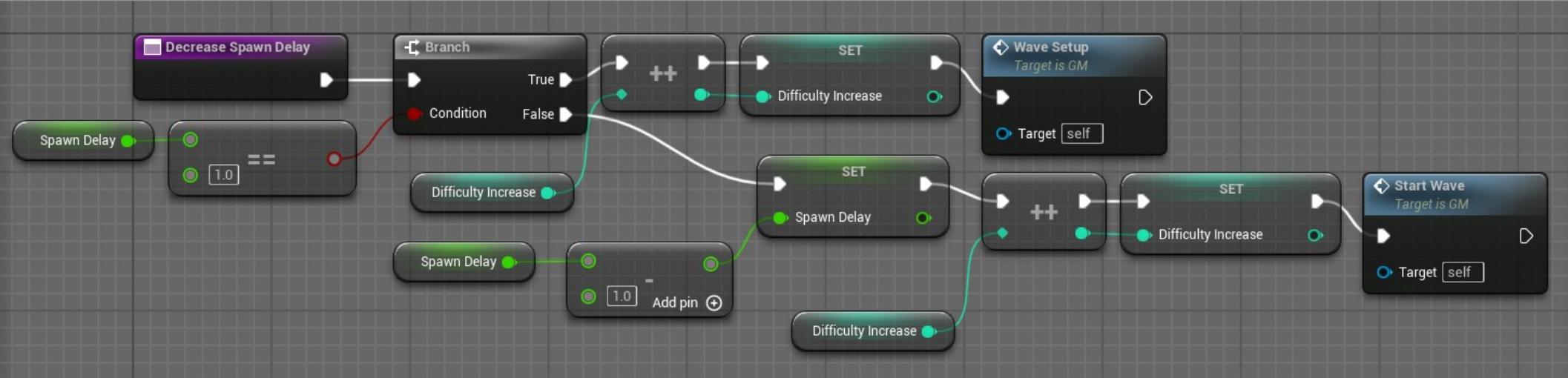


# GM WAVE SETUP



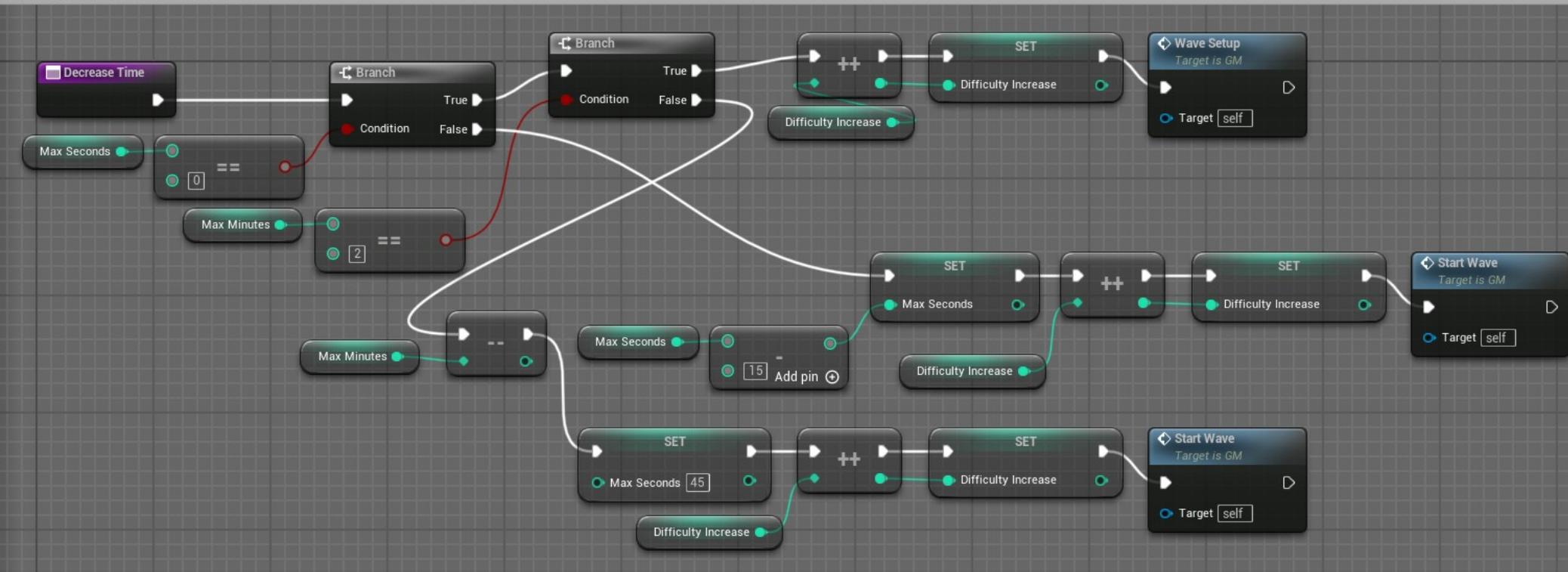
# GM DECREASE SPAWN DELAY FUNCTION

## Decrease Spawn Delay Function



# GM DECREASE TIME FUNCTION

Decrease Time Function



# GM INCREASE ENEMY DAMAGE FUNCTION

## Increase Enemy Damage Function



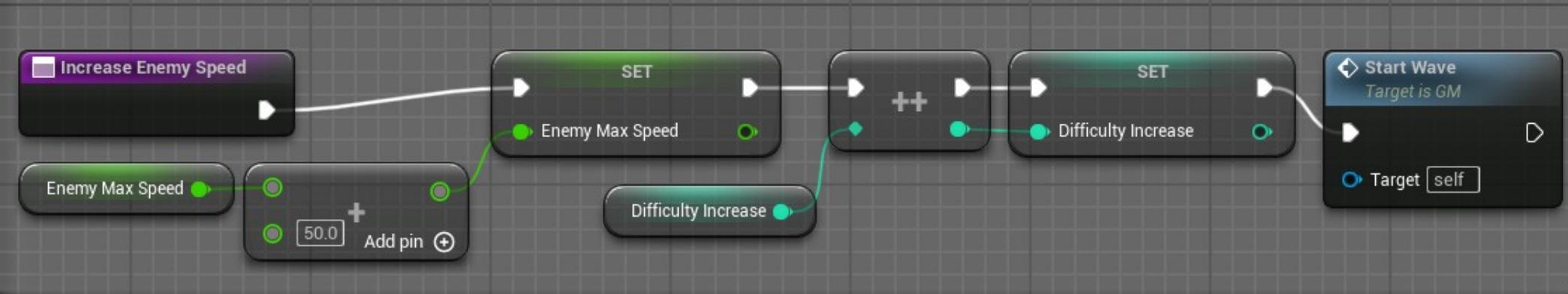
# GM INCREASE ENEMY HEALTH FUNCTION

## Increase Enemy Health Function



# GM INCREASE SPEED FUNCTION

## Increase Speed Function



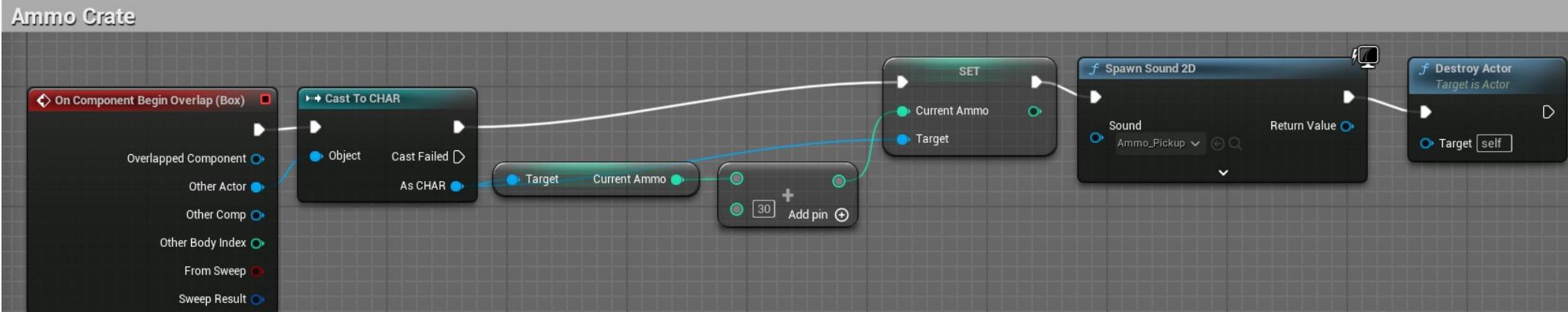
# GM REFERENCES FUNCTION

References Function



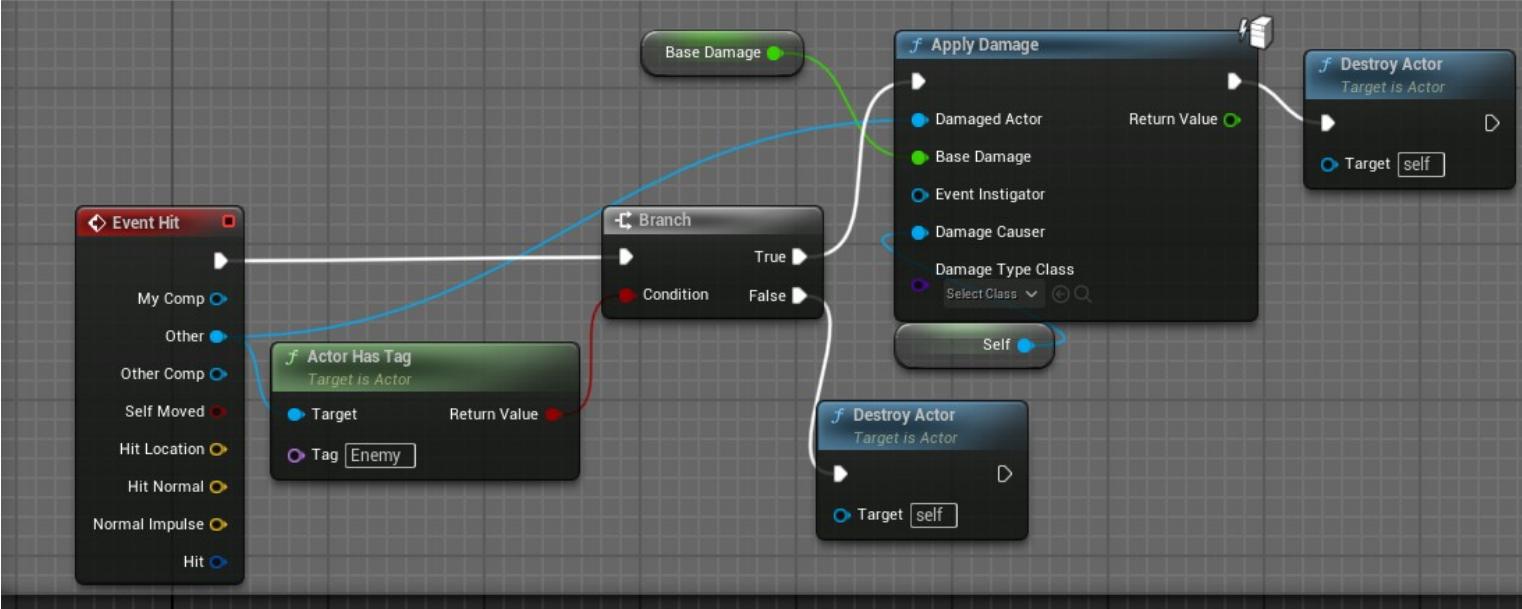
# OTHER ACTORS

# AMMO CRATE



# BULLET

Bullet, Apply Enemy Damage



Bullet, Reference

