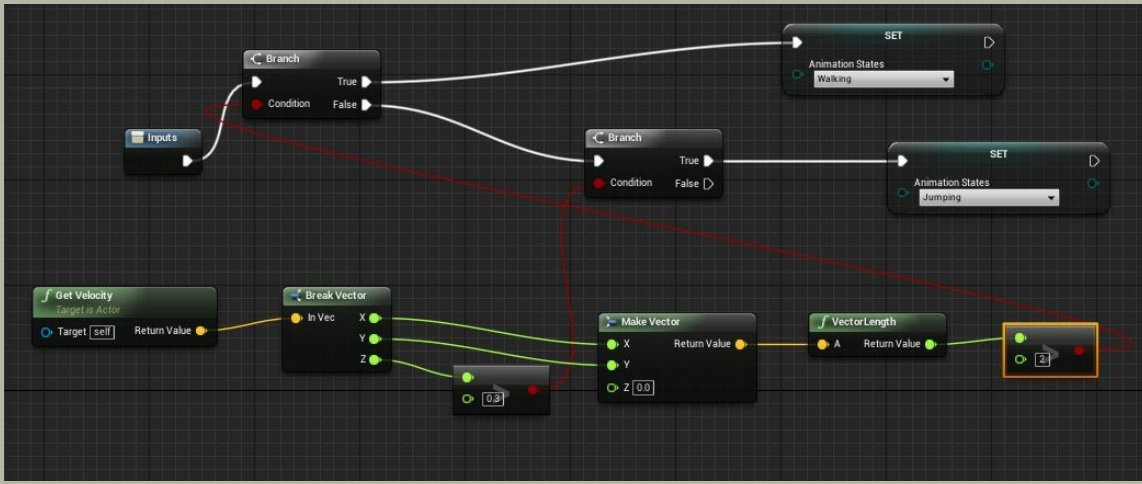


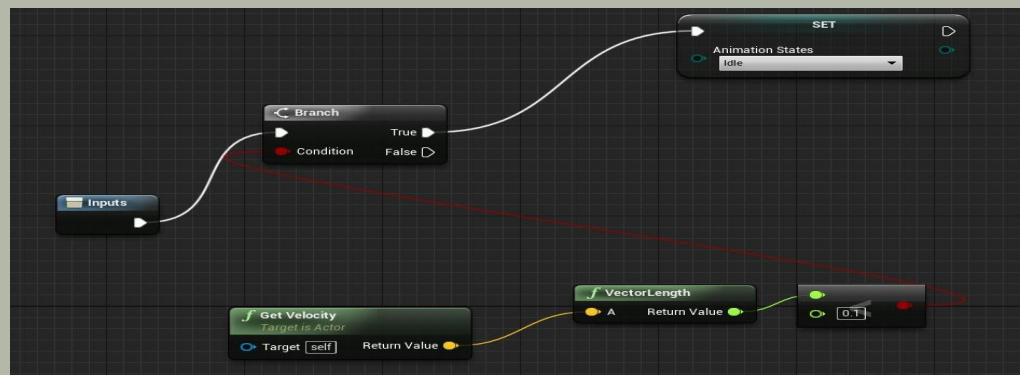
CHARACTER ANIMATIONS

These are parts of the algorithm to make up what is needed to animate the characters in game.

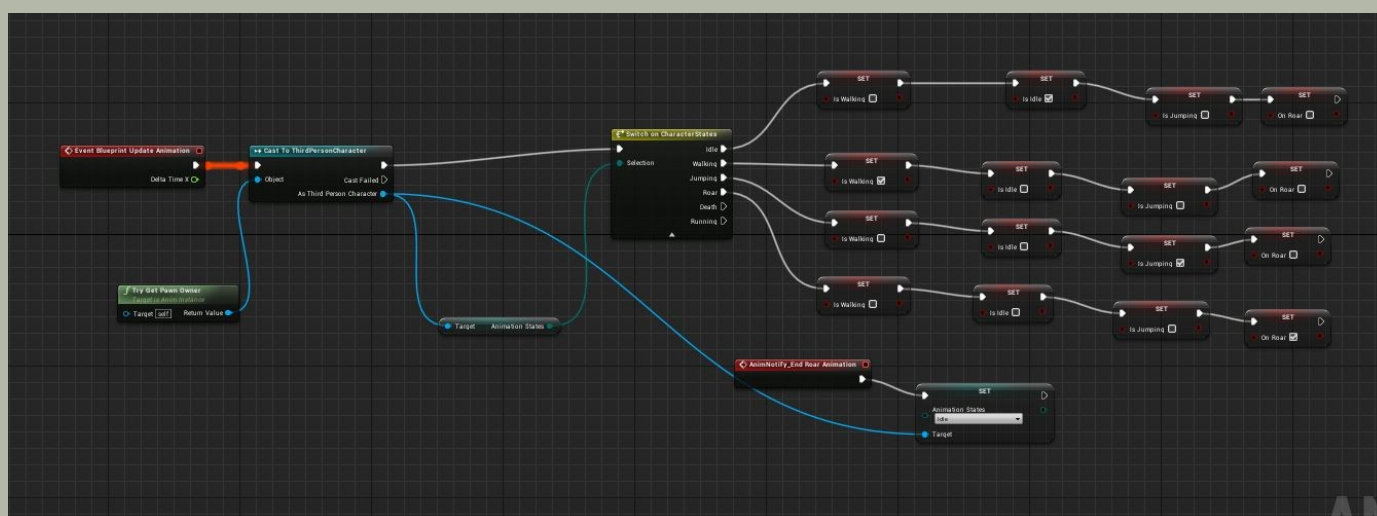
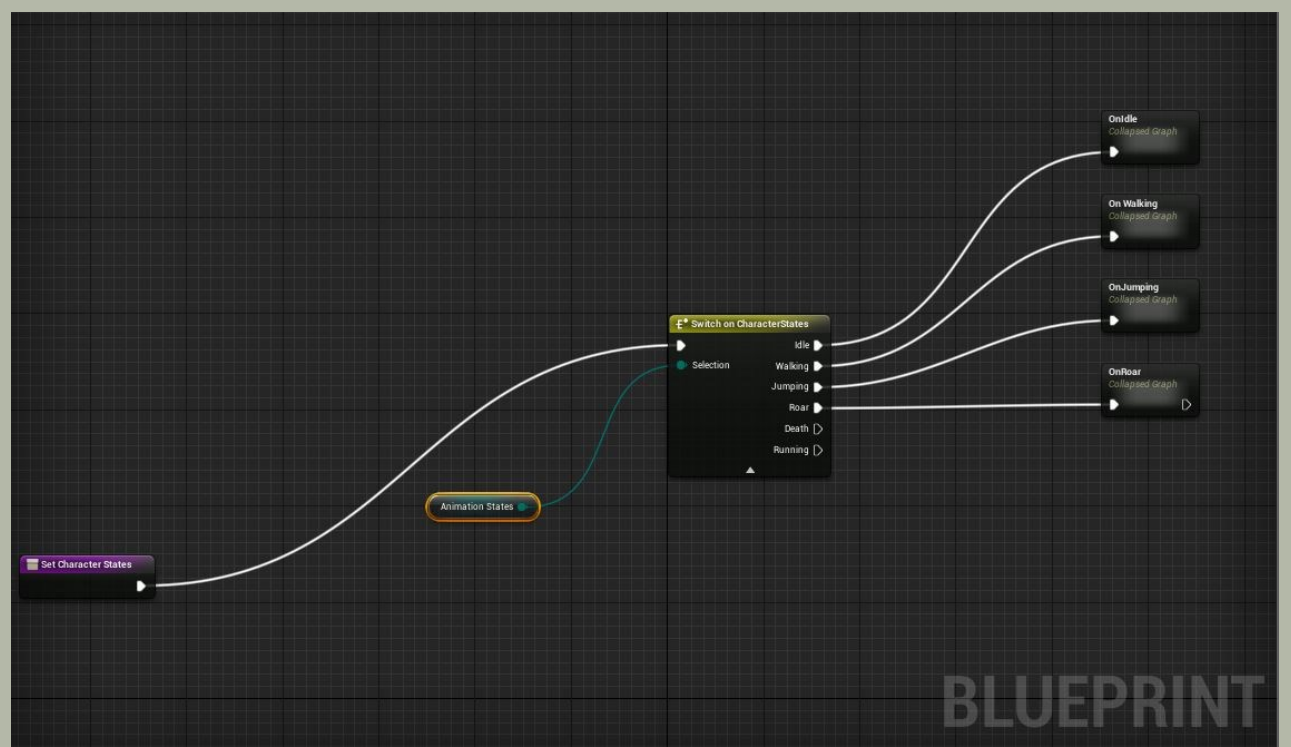


This picture shows the algorithm for when the character is **Idle**, when the character moves the “Velocity” is taken and broken into a vector. The pin connecting to the “Z Axis” controls whether the animation plays when the character jumps, this is activated when the characters Z axis is greater than 0.3. While the “X Axis” and “Y Axis” are turned into a vector, the vector length is taken and if the vector length is greater than 2 the character will start walking

This picture shows how the idle animation is played , the formula gets the velocity, calculates the length of the vector and if the vector is less than 0.1 then the Idle animation will play.



This diagram shows the way that the animation states have been set. This has been done for enumeration. This meant that all the animation states were input into the enumeration and then can be placed in any algorithm to make that animation play. This enumeration function allows me to add algorithms to each animation for the desired effect. Just like the pictures above.



In conjunction with the above diagram, this shows how the animation states are set to true or false for the animation states to play. This is done through the use of Booleans. This makes it very easy to select which animation is going to play for a certain action within