0.1 Definition of Terms

- **Static data** is data that does not change on a Monster-by-Monster basis. For example, every Pikachu is #25. This is unchangeable catalog data for all Pikachu. However, not all Pikachu have the same stats or moves.

- **Instanced data**, on the other hand, is data that *does* change from Monster-to-Monster. For example, different Monsters may have different levels, stats, and nicknames.

- **Corporeal data** is data that interacts directly with the physical 3D world.

- **Incorporeal data** is data not related to the Monster's physical being.

Table 1: Examples of combining the aforementioned terms.

	Static	Instanced
Corporeal	Height distribution	Height
	Hitboxes	Color profile
	Model	Weight
Incorporeal	Move pool	Learned moves
	Affinities	Types
	Chromosome pool	Chromosomes

0.2 Static Corporeal Data

This section refers to data that is a part of the 3D world for Monsters that cannot be changed in-game, such as a Monster's model or hitboxes.

0.2.1 Renderer

The renderer is how the Monster looks in the 3D world. This includes:

- 3D model

- Particle effects for, e.g., breathing, footfall, smoke from Fire Types, etc.

- Animations and their controller

- A mapping of body parts to specific locations (e.g., does this Monster have a "mouth"? If so, where is it?)

- Height and weight distributions (which can slightly influence the 3D model via scaling)

0.2.2 Colliders

- Foot colliders

- Interaction colliders

- Hitboxes

0.2.3 Combat World UI

Note: combat canvas UI (such as the player's attack buttons) are not included here as they are not attached to the Monster.

- World nameplate

- Floating damage numbers (for getting hit)

0.2.4 SFX

- General sounds (e.g., footfall)

- Non-combat sounds (e.g., idle)

- Combat sounds (e.g., attacking)

0.2.5 Locomotion

0.3 Instanced Corporeal Data

This section refers to any data on Monsters' physical interaction with the 3D world that can vary from Monster-to-Monster, such as height or color profile.

0.4 Static Incorporeal Data

This section refers to any facets that are not physically present in the 3D world for Monsters, such as their move pool or affinities.

0.4.1 Taxonomy

This includes a Monster's Tribe, Genus, and Species (but not nickname, since that may be changed in-game). For example, Void Rhino's taxonomy is | Beast (Tribe) | Behemoth (Genus) | Void Rhino (Species) | Kenny (nickname).

0.5 Instanced Incorporeal Data

This section refers to any nonphysical, changeable data on Monsters, such as their combat StatsBlock or their nickname.

0.5.1 Stats

0.5.2 Affinities