Zero Team Assignment 4 User Manual

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Preface

This project is built off of our A2 project, meaning that the keybinds and core gameplay should be exactly the same. Here's a quick reminder:

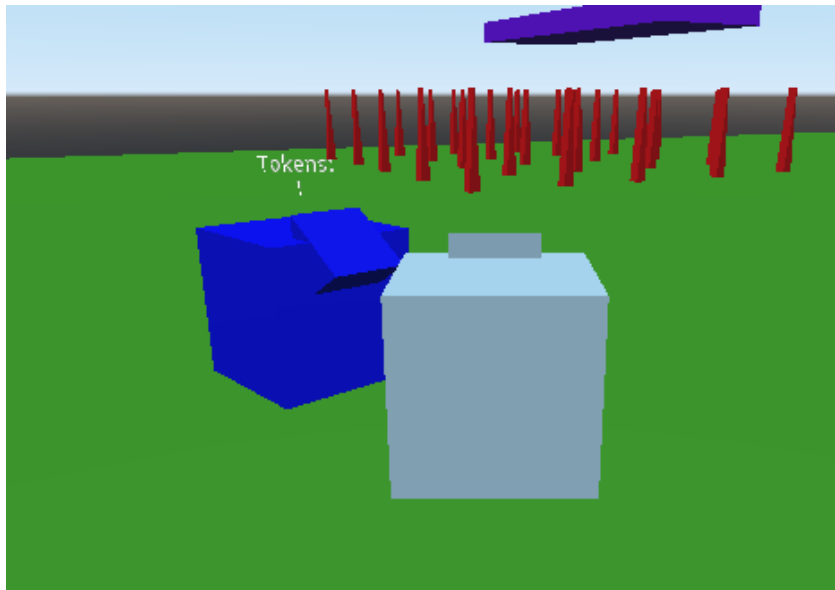WASD   - directional movement
Space   - jump
G   - glide
Shift   - ledge hang (when looking forward on stopped ledge) / detach
M   - mute
R   - restart

Section 1: Ally

The AI character is completely blue and has a counter above its head displaying how many tokens it has collected.
The ally will detect all the tokens in a radius and walk toward the closest one, collect it, and return to the player. If the player collects the token first, it will walk to where the token used to be, then move to the next closest token. If there are no tokens left in sight, the ally will follow the player until a token enters said area.

Section 2: Enemy
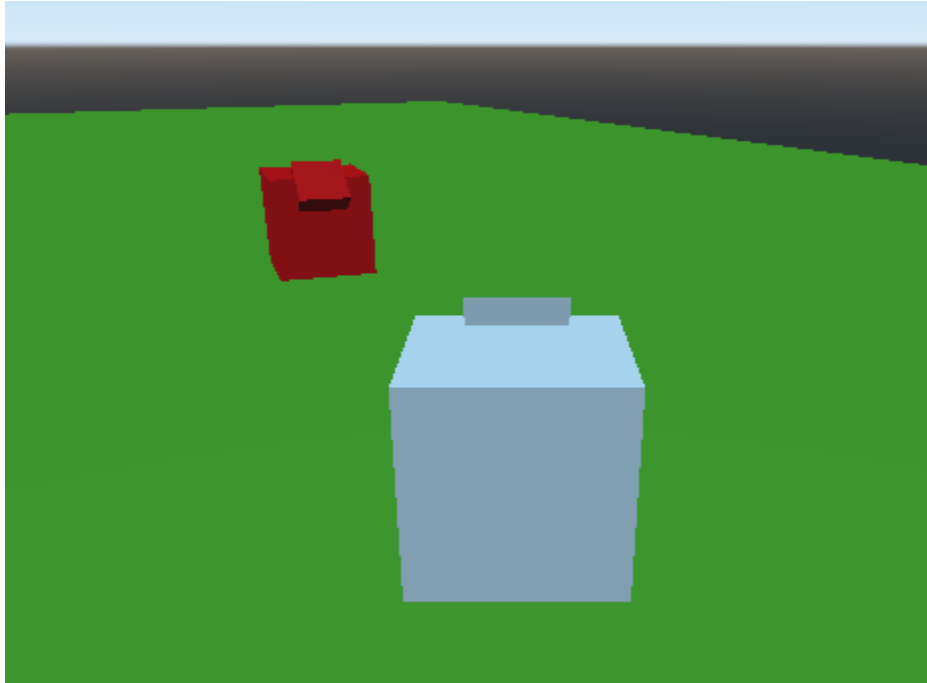
The enemy can be distinguished by its red colored body. It patiently waits in its spawn point until the player enters its area of detection, which triggers the enemy to attack. It will follow the player until it either makes direct contact or the player moves out of its area of detection. After either hitting the player or losing track of the player, it will move back to its spawn point to wait for them again.