Prototype Aims:

* Enemy ai
* Attack
* Ragdoll
* WASD movement
* Mouse direction/aim
* Block out!
* Pick up item/weapon.
* Ragdoll when hit and knockback.
* Effects (Stun, shock, further knockback etc.)

Extra’s if we have the time:

* Need to see if I can lower the enemy run/move speed.
* Maybe look at making a small animation to attack (both player and enemy)
* Making models for weapons
* Look at the dialogue/UI for the cosplay gods.

Attack ideas:

* Animation of arm stretching out and having a hit box attached to the fist so when swinging around, enemies that are hit with the fist take damage/die.
* Have button be held to keep arm stretched and swung around and have a cool down so it can’t be used constantly.

Look at stretching limbs and adding/making animation.

Look at turning on a hitbox during an animation.

Look at possible knockback on enemies when they die on top of momentum of the attack.