Conventions:

Java naming conventions:

<https://www.javatpoint.com/java-naming-conventions>

Required Scripts:

Managers:

Game Manager:

Change settings for all lights in the scene including brightness and color.

Handle Events based on current game progress.

Initial enemy spawn.

Opening doors

Triggers “Hack”

Spawns enemys / waves.

Player manager:

Sets player starting values.

Starting Health (probably full)

Starting Ammo

Base Movement speed

Keeps track of players current stats.

Current Health

Current Ammo

Recharge Time

Enemies Manager:

Sets enemy start values

Enemy HP

Enemy Speed

Enemy Height

Ammo drop rate

Drone AI:

Standard:

* Drones are spawned in Flock mode and they will naturally flock together to form groups.
* The movements are similar to a swarm of bees.
* When a drone gets within a certain radius of the player it will break from the flock and permanently change into Seek mode.
* In Seek mode The drones will move closer to the player and shoot at them. (These shots are not very accurate but become overwhelming with a large enough group of drones)

Hacked:

* Drones become more aggressive (movement becomes faster, more accurate shots, more damage)
* They stop flocking and move chaotically.
* Due to their glitchy nature they occasionally teleport a short distance. (not enough to cause frustration)
* Possible glitchy textures (not sure yet)

Symptoms of Hack:

Changes weapon into unicorn. (disable gun, enable unicorn)

Infinite ammo in the form of laser recharge on the unicorn. (this is all part of the unicorn gun script)

Pink filter on HUD?

Various level assets become pink / girly

All drones become glitchy cupcake drones that use different AI. (swap out mesh and materials)

Code ideas:

To change mesh

gameObject.getComponent<MeshFilter>().mesh = (new mesh)

Drone AI will have a bool called glitched. In update it will branch into another function based on whether glitched is true.