

Acrobat

↳ transform

↳ Box collider 2D

↳ RigidBody 2D

view

↳ Animator

↳ sprite rendering to be replaced)

Aggro

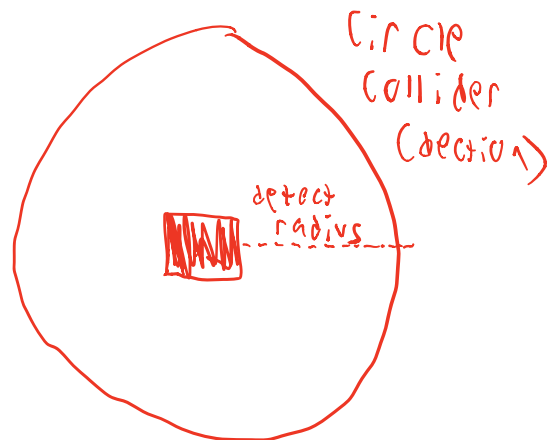
↳ circle collider 2D

↳ Enemy Aggro script

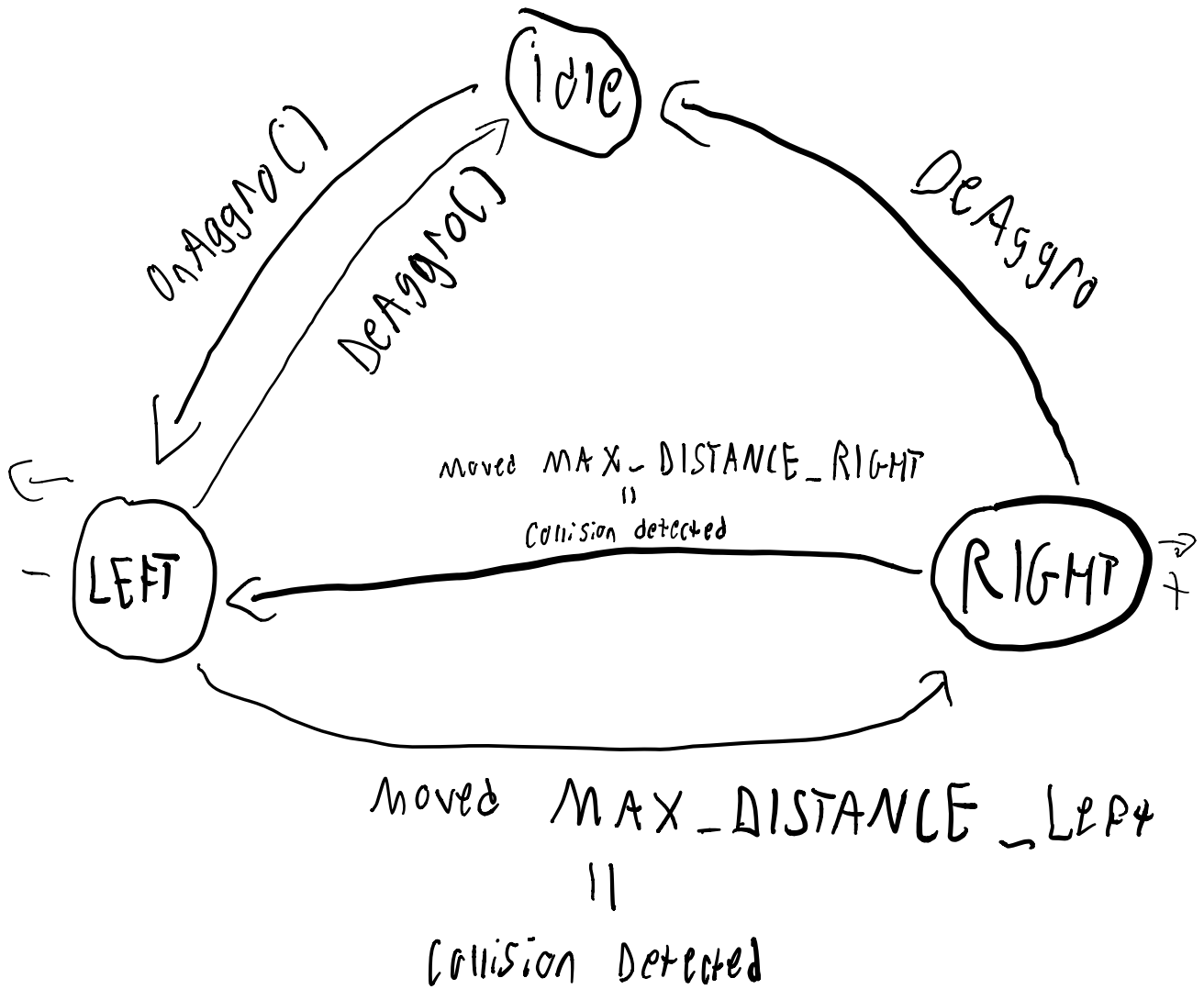
↳ flying character script

↳ AcrobatAI script

Audio



Movement



Start MoveLeft

yield(z)



State = Right

End MoveLeft

Improvements

$$x = -62.9$$

$$x = -78.45$$



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$$x = -62.9$$



$$x = -55.86$$



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- Cool down:
3-2 seconds for 1pp +
1pposem seems good
- Aggro range: should be wide
 > 10 for open corridors
 ≤ 5 for tight corridors,
- Best placement:
 - Attached to a ceiling that
is overlooking the player
 - Should never be placed
at level with the player
(does not fall in line with
design documentation).
- Gravity
if dynamic, disable gravity
scale.

- mass can probably
be decreased < 1 .

