



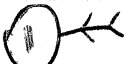





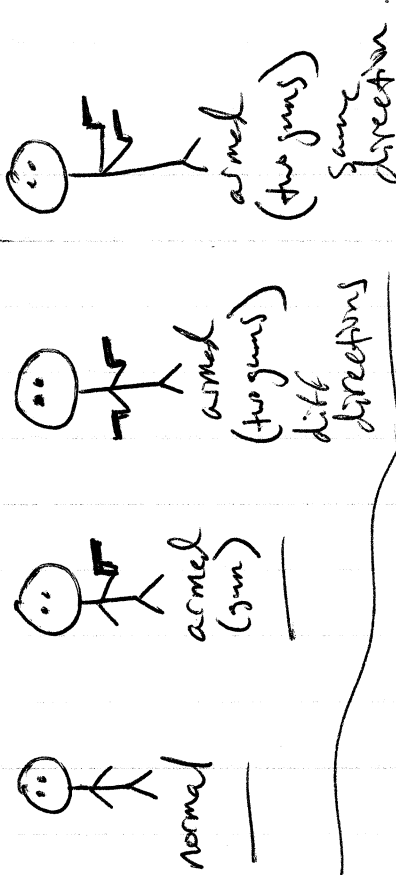
# 

Animation

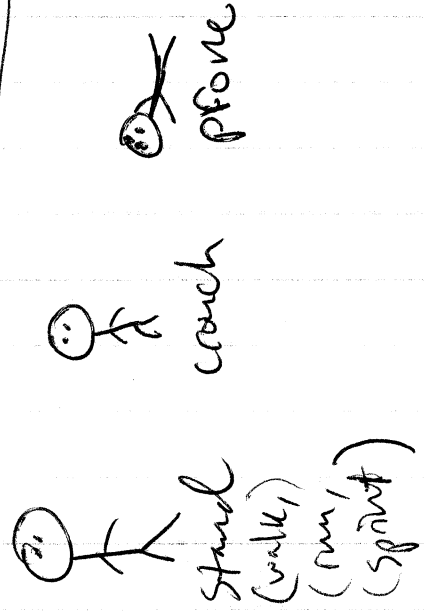
1	2	3	4	5	6	7	8
Front	Front Down	Front Right	Front Left	Back	<del>Back</del> Back up	Back Right	Back Left
							

directions

States



Stances



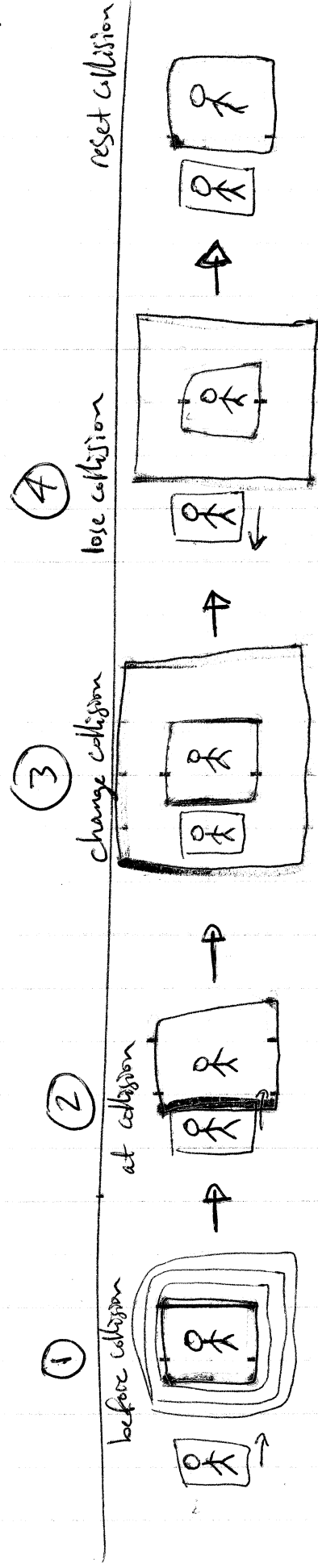
## How character movement States affect enemy "vision areas"

if... hero... is... → enemy collision offset = ~~1~~ 1

prone	→	enemy collision offset = <del>1</del> 1
crouch	→	1.5
walk	→	2
run	→	2.5
sprint	→	3

if hero collides with enemy — calculate hero direction from enemy, then have enemy shoot bullets in hero direction

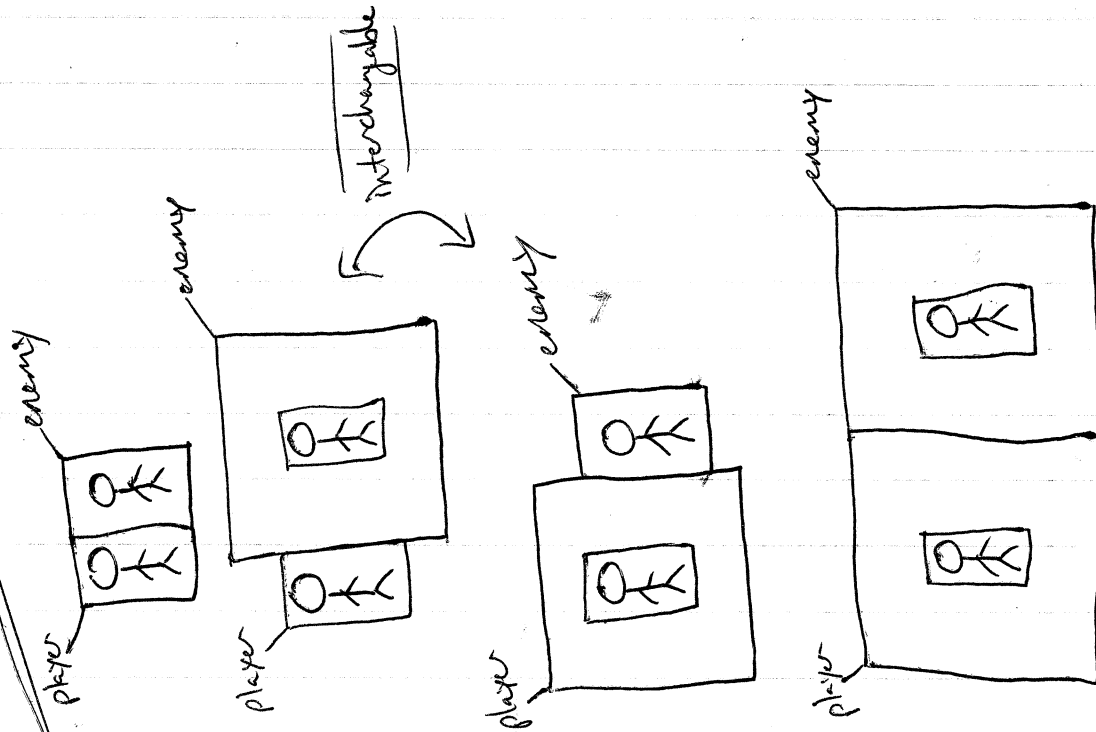
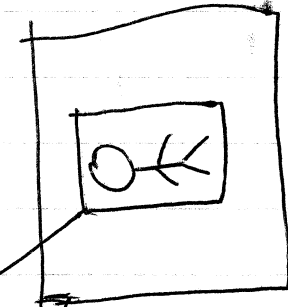
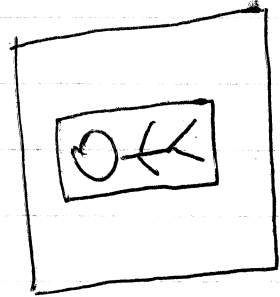
— also change enemy collision offset to be bigger



# Different Boxes to collide

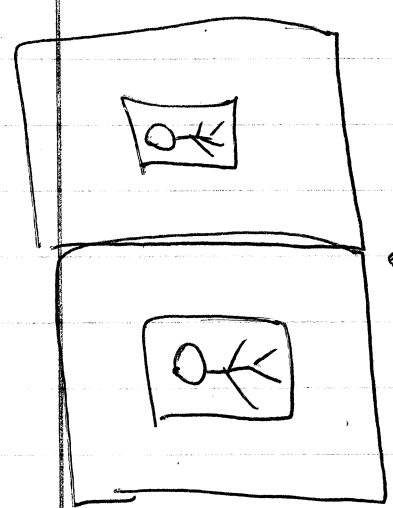
inv Box

lowBox



direct damage  
versus glow damage

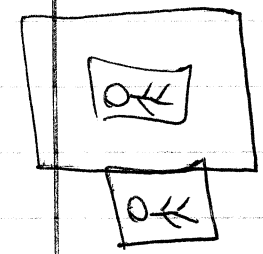
(more)



hero glow - glowArray  
collision

only possible  
while ~~sprinting~~ sprinting

(if sprint = true)



hero - glowArray  
collision

only possible  
while running

if not crouch or sprinting

if (hero is not prone)

if (hero is not crouch)

if (hero is sprinting)



hero - glowArray  
collision

only possible  
while crouch

if

hero glow/light

does not affect these collisions, light is its own mechanic to worry about. disable light to conserve.

# Effects Collisions and Affects

hero hits ghost or hero hits ghost glow

bullet hits ghost

← affected by  
hero stances  
and bullet hits

for bad bullets  
things to do  
~~Speed up~~  
ghost pos = hero pos  
ghost glow alpha  
ghost glow scale

<u>bullets... for ghosts...</u>	<u>not for ghosts... kinda good</u>
ghost → "kills ghosts" - spike bullet	normal → goes through → ghosts
bounce → slows ghosts - bounces off ghosts	strong → goes through → ghosts
sticky → stops ghosts - sticks to ghosts	kill → goes through → ghosts