**Character**

| **Type of Action** | **Action** | **Details/Implementation** | **Priority** | **Task** |
| --- | --- | --- | --- | --- |
| Basic/Movement | Pick Up | - Press E key to pick up item, use it immediately if it’s usable item e.g. potion, if not will follow ‘Throw Objects (Surrounding)’ | 2 |  |
| Walk/Run | - Press or hold A/D keys  - Press one time will move certain distance,  - Hold will move distance according to the duration the key is being held | 1 | Done |
| Dash/Dodge | - Press A/D keys twice  - Can set a threshold e.g. if same key is pressed twice within 0.5s  - Dash will result in a longer displacement than run within same period of time  AND/OR  - Press X key to evade (one time)  - Hold arrow key together with left SHIFT | 1.5 |  |
| Jump | - Press space bar | 1 | Done |
| Float/Glide | - Press space bar again and hold space bar while in the air? (release space bar will resume free fall)  - Travel direction can be controlled in horizontal axis(left/right arrow key), change in vertical axis will follow physics | 3 |  |
| Swim | - Just hold A/D key while the character is in water body? | 3 |  |
| Climb | - Hold W/S keys | 3 |  |
| Use Element (Surrounding) | - Press E key to interact (pressing E will find the closest interactable object) | 3 |  |
| Attack | Slashing | - Press right SHIFT key to attack one time  - One attack will deal damage to enemy in front within a certain radius (semi-circle)  - Drop item e.g. shield if holding one  - Animation | 1 | Zhu Bo & Alex & Jason |
| Throw Objects (Surrounding) | - Press E key to pick up items (raise above the character or just hold in front)  - Press the same key again to throw it in front, follow a projectile with a fixed distance | 2 |  |
|  |  |  |  |
| Ability | Absorbing | - Only absorb after defeating the boss? (waiting list) | - |  |
| Time-freeze/Slow Motion | - Press Q key to start slow motion  - For slow motion, decrease the rate/distance that the enemy can move or use perform any actions, need to adjust the damage items/elements projected from the enemy accordingly    - P.S. Time-freeze can be too powerful, so might set some limitations on the usage | 2  2 |  |
| Change Skills | - For now no need, just use 1,2,3  - Press C key to call out pet and display a translucent UI e.g. small window that display all the skills  - Press the arrow keys to select the corresponding skills | 3 |  |

**Enemy Type 1**

| **Type of Action** | **Action** | **Details/Implementation** | **Priority** | **Task** |
| --- | --- | --- | --- | --- |
| Basic/Movement | Idle/Alert | - Create a collision sphere/box, when the character is not within the range, monster will be in idle mode e.g. just move around randomly  - When character enters the collision region, enemy will change to alert mode whereby ready/will attack  - Some enemy only attacks the character when the character attack them | 1 | Thang |
| Travel | - Idle: Randomly move left and right, can set using a random generator  - Alert: Walk towards a region in front of character? | 1 | Done |
| Jump/Climb | - No random jump and climb. (movement region fixed to a platform) | 3 |  |
| Fly/Swim | - waiting list | 3 |  |
| Attack | Melee Attack | - Deal damage to character in front of the enemy  - Show number (e.g. -10 health) | 1 |  |
| Distant Attack | - Damage items (arrows, stones etc.) will follow a projectile movement, can either project in a straight line or in a curve line  - Different attacks can set different max. travel distance, the damage items will be auto destroyed after exceeding the max. distance | 2 |  |
| Skills/Effect  (Probably one type of monster only has one unique skills) | Bleeding/Poisoning | - Can create some poison patch on the floor, stepping on these patch will decrease certain amount of HP per second  - Launch some attack, if character get hit, will decrease HP overtime for a certain period of time | 2 |  |
| Movement Restriction | - Launch some attack, if character get hit, become immobile for a certain period of time | 1.5 |  |
| Reverse Control | - Launch some attack, if character get hit, left and right arrow key functions will be swapped for a certain period of time | 3 |  |
| Use Element (Self) | - Launch some elemental attack, some element can be stronger and deal more damage under certain conditions or at certain level | 3 |  |
| Movement Slow Down | - Slime, slow down the character movement | 1.5 |  |
| Capturing Hostage | - Hold the hostage in front, will switch left and right at fixed time interval  - If too close with character, will face the character, need to set sight range for the enemy  - make it so that it can be generalized to different kinds of enemy | 1.5 |  |