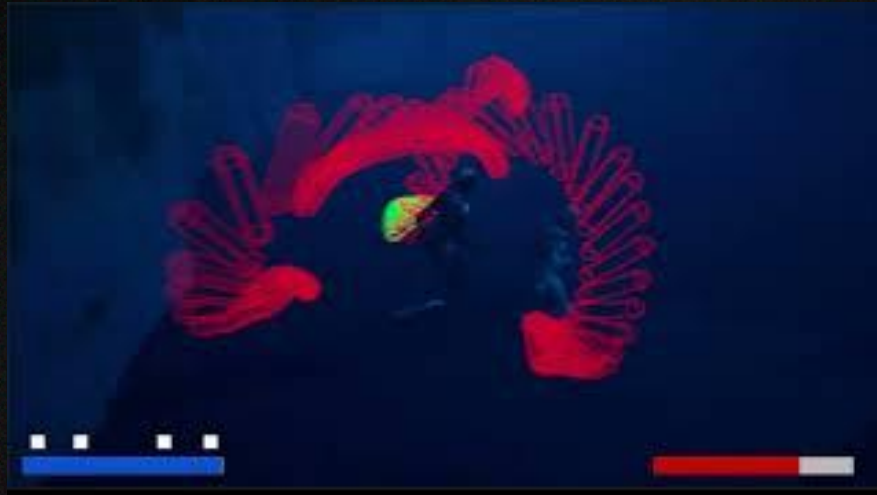




Enemy Health Bar Enemies Bosses

Ellison Zhu, Jaden Nunes

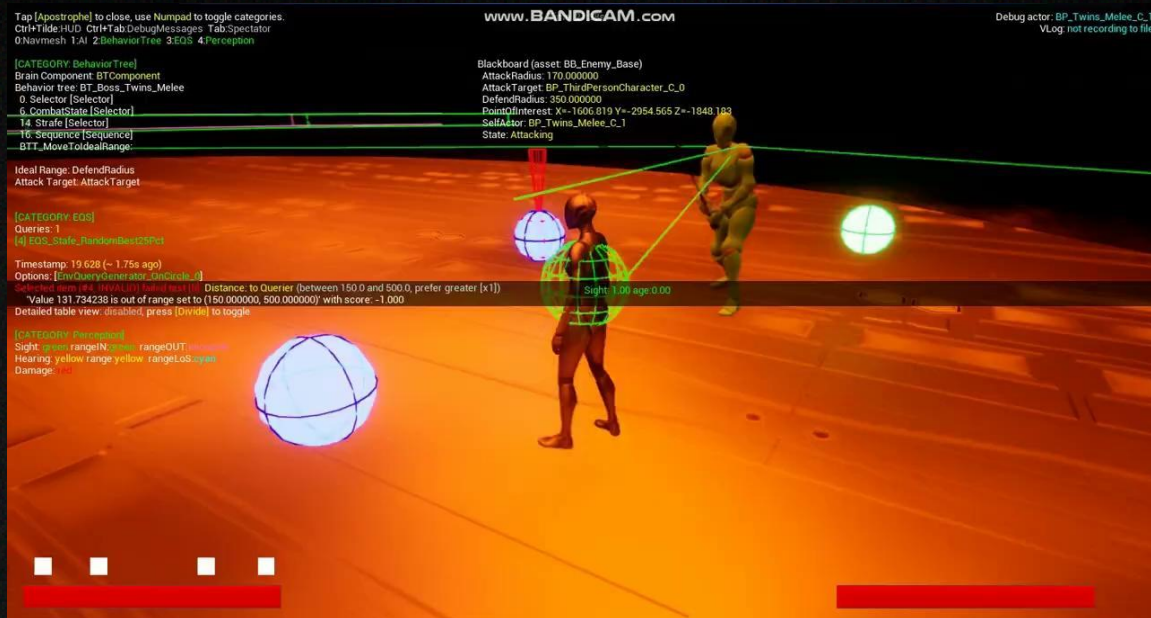
Health Bar Enemies



Bosses



Bosses



Bosses

Tap [Apostrophe] to close, use Numpad to toggle categories.
Ctrl+Tilde:HUD Ctrl+Tab:DebugMessages Tab:Spectator
OnNavmesh 1:AI 2:BehaviorTree 3:EOS 4:Perception

www.BANDICAM.COM

Debug actor: BP_Twins_Mage_C_1
VLog: not recording to file

[CATEGORY: BehaviorTree]
Brain Component: BTComponent
BehaviorTree: BP_Twins_Mage
0: Selector [Selector]
6: CombatState [Selector]
8: Evade and Attack [Sequence]
12: Move To [MoveTo: PointOfInterest], move target X=709.907 Y=-1884.377 Z=-1940.000(task)

Blackboard (asset: BB_Energy_Base)
AttackRadius: 700.000000
AttackTarget: BP_ThirdPersonCharacter_C_0
DefendRadius: 900.000000
PointOfInterest: X=709.907 Y=-1884.377 Z=-1940.000
SelfActor: BP_Twins_Mage_C_1
State: Attacking

[CATEGORY: EOS]
Queries: 3, press [Multiply] to cycle through
[10] EOS_Teleport_SingleResult
[14] EOS_FindIdealRangedLocation_SingleResult
[15] EOS_FindIdealRangedLocation_RandomBest2SPct

Timestamp: 28.587 (~ 5.61s ago)
Options: [EnvQueryGenerator_Cone_0]
Distance: to EOS_Context_AttackTarget (between 250.0 and QueryParam AttackRadius, prefer greater [x1])
*Value 1090.385742 is out of range set to (250.000000, 700.000000) with score: -1.000
Detailed table view: disabled, press [divide] to toggle

[CATEGORY: Perception]
Sight: green rangeIn: green rangeOUT: neonpink
Hearing: yellow range: yellow rangeLOS: cyan
Damage: red

