

Dungeon Chest Concepts



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How Will Chests Work?

In the game we are going to have 'Chests' that you can loot. These chests will either be present when you enter rooms (our 'Chest Rooms' in the game), or will spawn randomly after you have cleared the dungeon room of enemies. Players can open chests by moving near to them, and then pressing the 'E' key to 'use' the chest.



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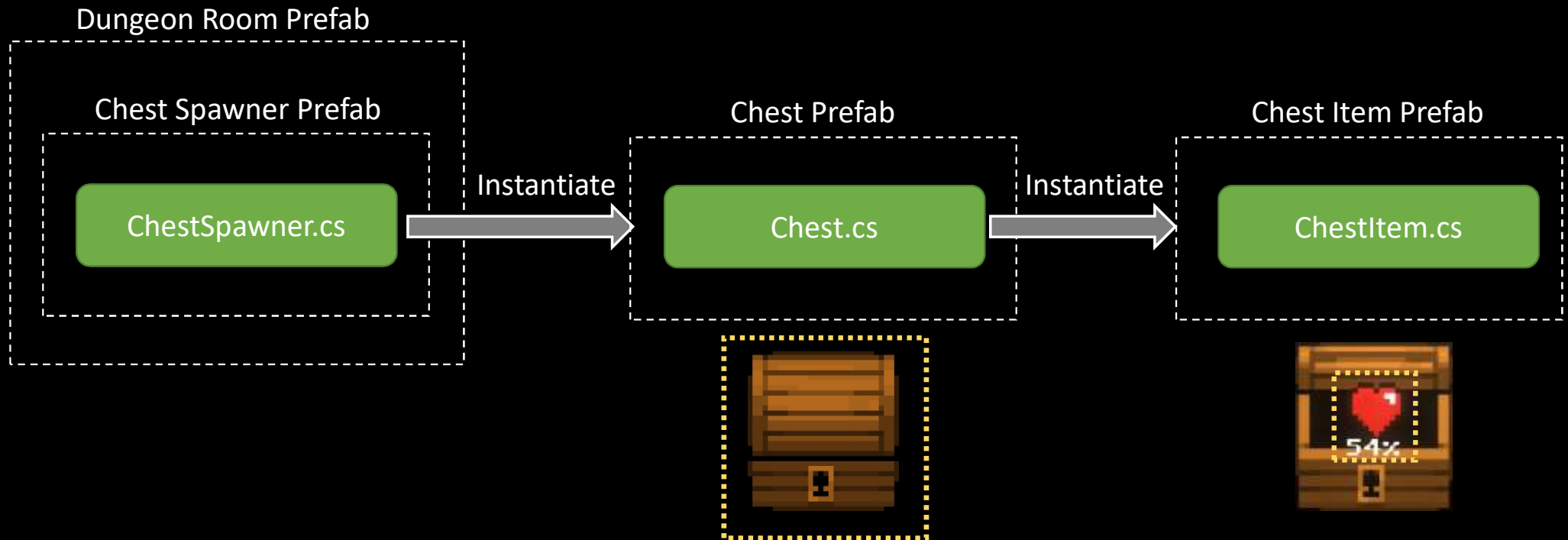
Chest Items

Chests will contain one or more 'Chest Items'. A chest item will either be health, ammo, or a weapon. The player can 'pick up' each item by pressing the 'E' key. The health item will top up your health by the stated percentage. The ammo item will top up your currently active weapon ammo by the stated percentage. If the chest contains a weapon this will be added to your available weapons.



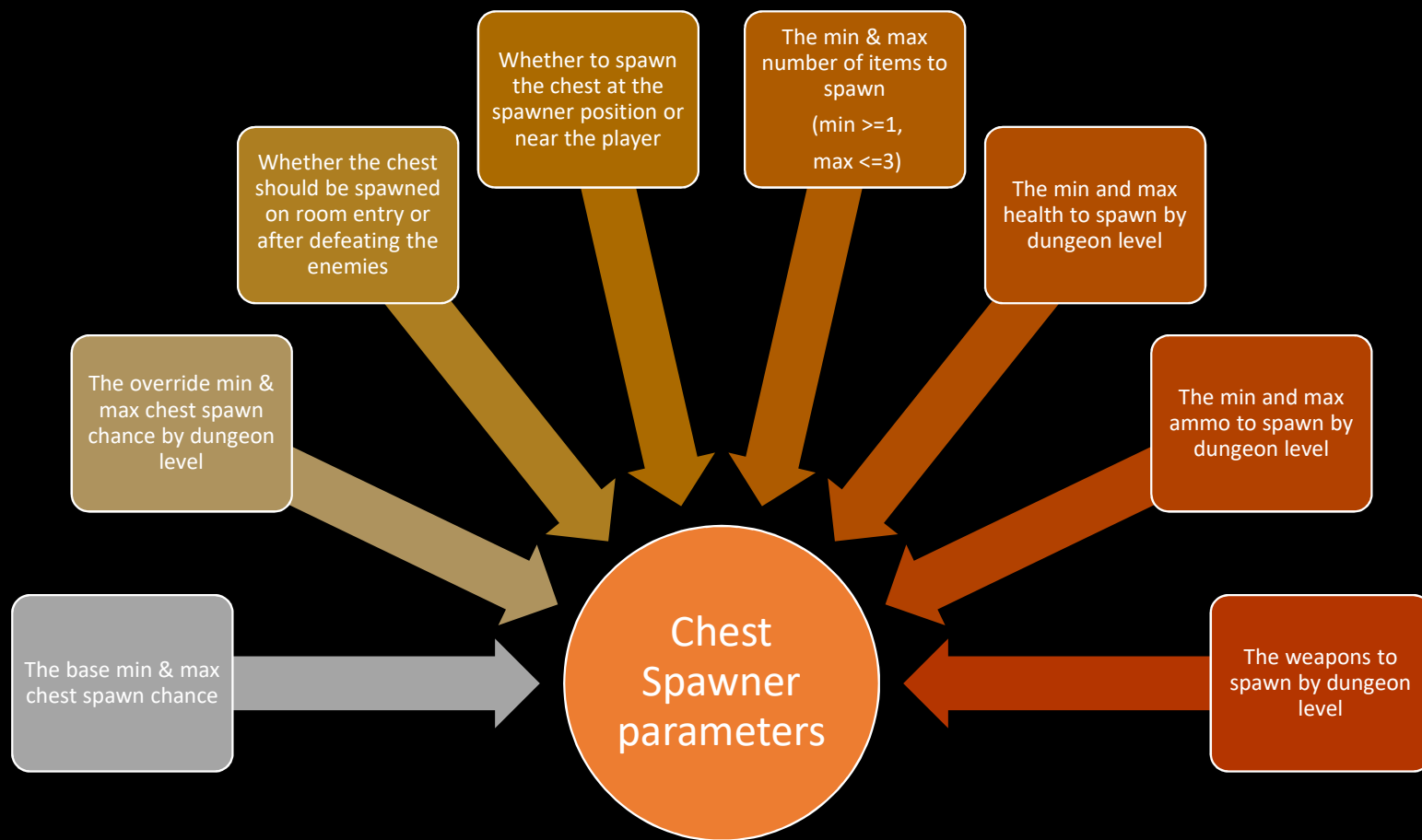
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Prefab And Class Structure



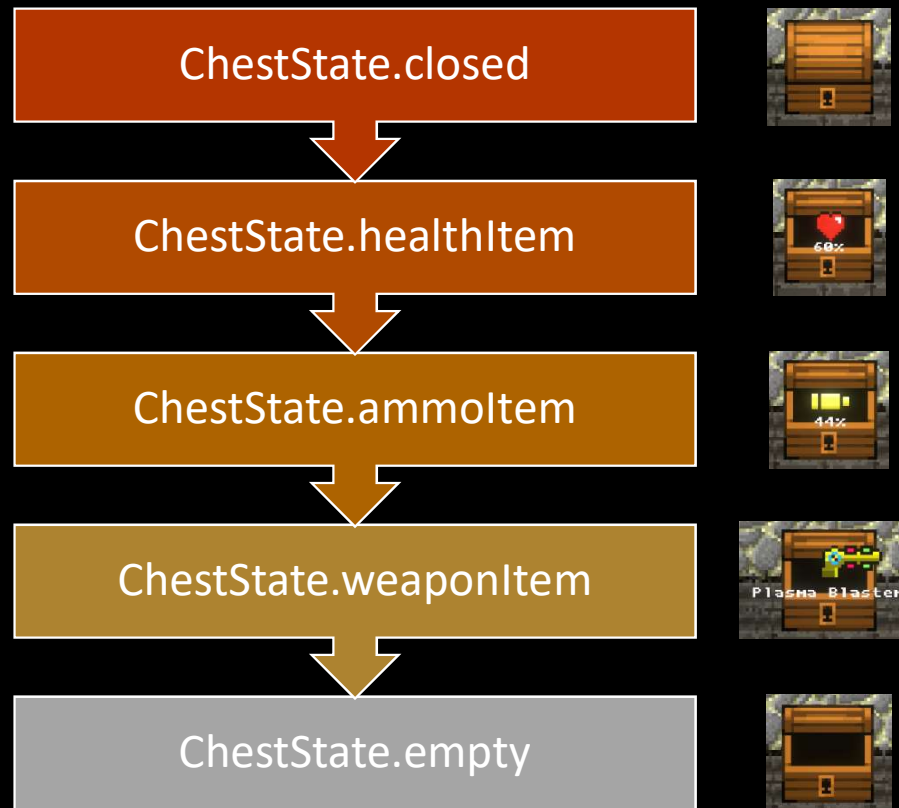
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ChestSpawner– Parameters



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Chests – State Machine



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