

GAMLE4 – Feature doc – Ash Enemy (stealth map)

Why? / Summary

This feature is being made to make the traversing of the game interesting and challenging to the player. This is a core feature; the player must be conscious of their decisions around the Ash enemies.



Goals

- Stress out the player.
- make them think before acting.
- Relatively fast when moving and turning.
- Not much time to escape these enemies.
- Should feel like they are patrolling the area.
- Player gets chased by them if the player gets seen (player can escape and the enemies go back to where they were patrolling)
- Being able to distract this enemy (different feature)

Feature breakdown

Tech:

- Walking around to and from specific points
- looking around (rotating in place)
- chase
- kill and “lose” player

Art:

- vision cone
- walking/running animation
- attacking animation

Sound:

- steps sound
- chasing/agro sound
- maybe some basic dialogue between ash enemies (maybe something funny)
Example: “And then becky told me: I don’t love you because you only worry about fires running around and escaping

Stats

Walking speed: 1 block in 2 seconds (one block is like one meter but consider that everything is downscaled) (patrolling)

Running Speed: 1 block of distance in 1 seconds (chasing)

Time to kill: 0.5 seconds (if the player stays in the sight cone for longer, they die/lose)

Damage: The damage they cause is 100% so if the player gets caught and doesn’t leave the cone in time they always die.

Rotation speed: rotate 45degrees in 2seconds while patrolling (this means that they slowly rotate to their next destination point)

Flags