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### Core mechanics

- WASD movement
- Aim projectile with mouse
- 3rd person
- Flying after pressing space twice

### Enemies

- Pursuer
  - Implementation based off of:  
<https://docs.unrealengine.com/4.27/en-US/InteractiveExperiences/ArtificialIntelligence/BehaviorTrees/BehaviorTreeQuickStart/>
  - Patrols when player is not in line of sight
  - Chases after player at a slower pace when player is detected
  - Returns to patrol after losing line of sight
  - Pushes player back and stops them from moving when they attack
- Mortar
  - Shoots shells every 2 seconds that explode on impact with the ground or any other meshes/actors and launches the player
  - Uses an invisible sphere mesh surrounding the shell for blast radius calculation
    - This is how the player can take damage even if they are not hit directly by the shell (AOE damage)
  - Shells are shot randomly in an arc
- Storm
  - After being placed directly in the level, it respawns in a random radius around itself
  - Challenges the player without damaging health
  - Makes the mortar and pursuer more powerful when player cannot shoot, fly, or jump

### Level Design

- The level is made so that the enemies are introduced somewhat separately and then combined at the end
  - Allows the player to master each enemy so that they are better equipped to handle all of them combined
- Collectibles are put in places that cannot just be flown to
  - Makes getting all of the coins a challenge
- The island with just the pursuers and storms is set up so that 3 enemies guard the gate to the maze and the rest stay inside
  - A maze is more challenging than just open space because it's harder for the player to know if the enemy has a direct line of sight
  - Since many enemies are hidden in corners, it can catch the player off guard
  - The confined space can lead to multiple enemies attacking at the same time
- The island with just mortars has no other props so that the player cannot take cover
  - They must either destroy the mortars or watch the shells and dodge them