extends KinematicBody2D

const ACCELERATION = 500

const MAX\_SPEED = 75

const FRICTION = 500

enum {

MOVE,

ROLL,

ATTACK

}

var state = MOVE

var velocity = Vector2.ZERO

var roll\_vector = Vector2.DOWN

onready var animationplayer = $AnimationPlayer

onready var animationtree = $AnimationTree

onready var animationstate = animationtree.get("parameters/playback")

func \_ready():

animationtree.active = true

func \_physics\_process(delta):

match state:

MOVE:

move\_state(delta)

ROLL:

roll\_state(delta)

ATTACK:

attack\_state(delta)

func move\_state(delta):

var input\_vector = Vector2.ZERO

input\_vector.x = Input.get\_action\_strength("ui\_right") - Input.get\_action\_strength("ui\_left")

input\_vector.y = Input.get\_action\_strength("ui\_down") - Input.get\_action\_strength("ui\_up")

input\_vector = input\_vector.normalized()

if input\_vector != Vector2.ZERO:

roll\_vector = input\_vector

animationtree.set("parameters/IDL/blend\_position", input\_vector)

animationtree.set("parameters/Run/blend\_position", input\_vector)

animationtree.set("parameters/Attack/blend\_position", input\_vector)

animationtree.set("parameters/Roll/blend\_position", input\_vector)

animationstate.travel("Run")

velocity = velocity.move\_toward(input\_vector \* MAX\_SPEED, ACCELERATION \* delta)

else:

animationstate.travel("IDL")

velocity = velocity.move\_toward(Vector2.ZERO, FRICTION \* delta)

move()

if Input.is\_action\_just\_pressed("roll"):

state = ROLL

if Input.is\_action\_just\_pressed("attack"):

state = ATTACK

func roll\_state(delta):

velocity = roll\_vector \* MAX\_SPEED \* 1.1

animationstate.travel("Roll")

move()

func attack\_state(delta):

velocity = Vector2.ZERO

animationstate.travel("Attack")

func move():

velocity = move\_and\_slide(velocity)

func roll\_animation\_finished():

velocity = velocity / 2

state = MOVE

func attack\_animation\_finished():

state = MOVE

extends Node2D

func create\_grass\_effect():

var grassEffect = load ("res://Effects/grass effect.tscn")

var GrassEffect = grassEffect.instance()

var main = get\_tree().current\_scene

main.add\_child(GrassEffect)

GrassEffect.global\_position = global\_position

func \_on\_HurtBox\_area\_entered(area):

create\_grass\_effect()

queue\_free()