

# Niagara Shooting Range 2.0

Jacob Manels.

Welcome to the second edition of the Niagara Shooting Range. With this updated version of the original shooting range you will now be able to fight against our fully automated turret. You will be equipped with the same weapons as before, though this time will be able to traverse the whole area instead of being stuck behind a measly little barrier. The only place you won't be able to traverse is the center area where the turret will be located. The turret, consisting of four gun barrels and an antenna on top, will have four states (located in figure 1. below). In its initial idle state, the antenna will be seen spinning around endlessly at a medium pace with the gun barrels raised and inactive. Once the player enters within range, the antenna will speed up in its rotation and the gun barrels will be drawn and ready to fire. The turret itself will be spinning around and the four gun barrels will be fired every now and then. If the player steps out of range then it will cease firing and resume its idle state. If the turret is hit with a player bullet while in its attack state, it will transition into a damage state where it will stop firing and play a fritz like animation where the antenna will blitz out and the gun barrels will spin around rapidly while raising and dropping. Once this co-routine is over, it will resume its attack state. Alternately if the turret is damaged a third time, it will enter its dead state and stay there permanently with its antenna and gun barrels dropped. The turret can only be damaged and killed while in its attack state, so if a bullet hits while in its idle or damage state, no transition will commence.

Figure 1.

