## KUI'IT-0223.045440.06.99.CCK mana\_regenera. Particle Transfo... ♠ Particle\_Destroyer 🙈 SaveScript mana regenera obi index SAVE Fields Fields 4 Fields ₄ Fields 4 Fields Fields Fields player\_diamon 4 Fields Goblin Moveme.. amount\_of\_blu armor\_in\_shop characters Characters agression ly player diamor CursorBasio can\_pick\_up Class\_Buttons damage agression\_lvl\_S amount\_of\_blu life\_time\_for\_ch chatbox\_trigge buttonText off CursorHano amount\_of\_bre character\_LVL class\_index duration\_of\_life ■ Methods player\_gold\_SA is\_blueFlower class\_is\_selected amount of che finance\_diamo amount of blu player\_index\_c Φ. Start enemy\_search Inventory Cany Inventory Can CursorObie is bluePotion 🗣 Start amount\_of\_gre finance\_gold map shop\_number player\_index\_o amount\_of\_bre edge Distance heal magic is\_bread displaying displaying amount of key intelligence\_ba player index attack\_Range amount of cha player IVI chara salesman mes invisibility\_spell armor\_parts\_Le edge\_Iteretiop aggression\_inc Inventory C is cheese player\_name armor parts To audio Plaver m\_caught\_Playe non\_moving is\_greenPo amount\_of\_lazu killed Methods 🔩 task\_was\_alrea. shopUI amount\_of\_che player\_lvl\_Disp amount\_of\_re bar\_Contain object\_triggere is\_keyGold amount\_of\_leaf magic name\_lable player\_lvl\_Dispplayer\_name amount\_of\_gre audio Plaver anim block SFX m is patrolling messageobjectType is\_keyGold\_exis\_keySimp amount\_of\_mea plus\_button amount\_of\_key player Particle Point attack\_Range amount of mo scale points an amount of key player name S Next power stats up overlcon screenPoir boxLayer audio\_Player curr\_HP m\_player\_posi is kevSimp exis should\_be\_upd OnTriggerEnter → MonoBehaviou amount\_of\_laz shield\_spell camera\_1\_stat bar Container current enem m PlayerinRaho is\_lazurePotio amount\_of\_pur stamina bar camera\_2\_free distance\_to\_pla amount\_of\_leaf points\_to\_upgr select\_Mage 🔩 buffed\_proba OnPointerExit OnTriggerStay spell is leaf strength\_bar should\_be\_savecshould\_change. select\_Seller select\_Warrior 4 Fields ©<sub>e</sub> Start canMove buffed Skeleton dma block pro m WaitTime Spell\_Canv spell mana cos Φ. Start amount\_of\_red Methods amount\_of\_mo damage textBox is\_meat amount of red support spell f. amount\_of\_pur should\_chang On Load Und Φ. Start □ TurnOn\_MiniM. a cinemachineTra change\_position enemy\_is\_alive is monsterEve move\_to\_target amount\_of\_red Methods should\_change. target\_point chasing\_Range fear\_lvl is\_orangeMus critical\_attack obstacles\_Mas object triggere amount of root vfx\_object\_cont patroling\_point amount of pur should change Ψ<sub>α</sub> Update is purpleFlowe should\_rotate spell\_target 🔩 vfx\_target\_save get\_hit\_VFX\_Pla current enemy fillHealth player\_last\_place array\_of\_items speed spell\_was\_unic player\_Mask amount\_of\_red audio\_Player is\_redFlower amount\_of\_red spell\_was\_unlo Methods a is\_camera1\_acti distance\_of\_ray get\_Hit\_SFX rotationTime is\_redMushro © OnTriggerEnter bookClose $\Phi_{\mathbf{a}}$ Start $\Phi_{\mathbf{a}}$ Update amount\_of\_roo speed\_runnin distance\_to\_pla is\_redPotion © OnTriggerEnter bookOpen © Start amount of whi stamina basic speed\_walking a is Player SelectS dodgeDistance golem\_stamin is\_roots 🔩 change\_weigh © Update armora\_decrea 🔩 life\_time\_hit\_eff enemy informa golem\_stamina view\_angle 4 Fields chatBox armora\_decrea stamina\_regen view\_range a mouse\_pos golem\_stamina 🐾 enemy\_is\_alive click1\_SFX number\_of\_pi amount\_of\_spa waitingTime enemies\_for\_sp escape point HP bar pickUp\_Pause click2\_SFX class\_Avarage stamina\_SAVE escape\_target\_ is\_attacking main\_Camera coin\_buy\_SFX coin2\_buy\_SFX Methods ■ Methods class\_Mage strength\_basic n player\_inform fear\_lvl is\_outliner\_active places for spay class\_Mage\_SA\ strength\_basi re\_useable\_trig □ Update coin3\_buy\_SFX class Seller strength increa Loot\_from\_Ene previous\_health support skill OnTriggerEnte class\_Seller\_SAVE full HP main camera was\_already\_sp Reset\_PickUp Fields create\_SFX # Fields Fields get\_Hit\_SFX naxHP class\_Warrior take\_data\_to\_lo Methods craftsMan\_Can time\_of\_last\_datime\_of\_last\_da class\_Warrior\_9 stamina\_cost\_f Goblin\_Warrio a nav curr\_item\_id © ChangeMusicT audio\_Player audio\_Player critical\_dmg\_m D Characters of OnTriggerEnter critical\_dmg\_m critical\_hit\_char time of unine f trail\_time HP\_bar rotation\_speed diamond Φ<sub>a</sub> SpawnEnemies Φ<sub>a</sub> Start Φ<sub>a</sub> Update time\_of\_uniqe\_f finance\_text\_go compare velocitySpeed vfx\_spawm\_poi is\_attacking is\_outliner\_active skill\_was\_used stun velocitySpeed empty\_icon\_ex cost\_of\_stuff\_i critical\_hit\_chan uniqe\_features\_ empty\_slots damage\_redu uniqe\_features element\_numb weapon SEX s patroling entry\_text text price Inventory Can damage\_reduc uniqe\_features\_ weapons\_props global\_map inventory\_item enemies\_to\_lvl\_ uniqe\_features vfx\_spawn\_poin 🧓 z ast seen posit global\_map\_ca Main\_Menu Methods isCraftsmenWe look\_for\_playe isPub health weapon\_dmg\_s Fields Buy Button Arn Methods Loot\_from\_Ene isWizzardShop health\_regene weapon\_dmg\_s Inventory\_Canv BuyButton\_Wea.. main camera max price\_per\_obj Basic or Critica Look At Player iconUpdated health\_regener weapon\_index max\_aggressio Inventory\_Pag health\_regene weapon\_index maxHP inventoryMenu continue load\_ RandomAudio Check\_Class\_Inf shop health\_regene weapons\_SAVi Φ<sub>α</sub> Start min\_aggress യൂ Reset\_Dash യൂ Start Display Correc key\_buttons 🔩 audio\_Player D\_Char\_array text\_amount\_o health SAVE Choose We Magic\_Canvas text\_finance ସ୍କୁ MoveTo index\_of\_equi battle mode th Camera Φ. Start @ Stun\_Duration Magic icons Methods index\_of\_equip TurnOff\_Hit\_VF patrol\_radius mana\_bar Character\_Lvl\_U main\_thema1 chest\_is\_opene Continue\_Butto intelligence\_ba blue\_Potion piglin\_was\_hitPiglins 🔍 Find ClosestEn 🐾 map main thema2 chest openni intelligence ba Health\_Regene main\_thema3 Inventory\_Canv. © LoadGame player @ Update music status crate Settings @ CheckAmoun WaitForTrail Weapon\_SFX\_P maximum seco is\_character\_eq is\_lmmmortal\_. Q CheckAmoun player\_is\_inSight Stamina maximum\_third should\_play gold\_amount\_ Start New Game cheese playerNearby goldInChest Inventory\_Canv newlcon wizzard\_thema ▲ Methods is Immmortal Fields 🐾 reset\_piglins\_cl © StreamReade CursorBasic # Methods craftsMar noll is active Q StreamWriter\_D pick\_UP\_SFX kev\_twist\_SFX is\_invisible\_SAVE Φ<sub>α</sub> Start main camera lazure\_Potion player\_animatio 🗣 roll\_out legendaryChes is\_loading is\_shielf\_active BonFire props WaitBeforeSta spawn\_point Task\_Section CursorObied search\_Timer should\_reset\_a Skeleton Weapon\_DMG. Write\_DATA pub player has a g is shielf active ■ Methods player\_inform SFX\_Amb killed\_enemy vfx\_particle wizard player\_mesh killed\_enemy\_ © Update Q. RefreshCrafts/ 4 Fields stop distance PLUS\_Button ଉ<sub>ଲ</sub> OnTriggerEn 🔩 sup\_skill\_CD can\_be\_Update selected\_slot fire\_VFX magic\_was\_unl ₄ Fields OnTriggerEnte RefreshWizardS sup\_skill\_usec OnTriggerExit 🗣 fire\_was\_create Inventory\_Canv nTriggerExit audio\_Player Lvl Up Stats Φ<sub>a</sub> Start set\_key2 position\_of\_VF RandomAudio Seller ClassFea delay time targetPoint Save Canvas ▲ Methods Q. Reset Audio V Q\_ SetCraftsMenS temp\_Priority Methods saving\_\_\_ time\_for\_searce D\_Player\_Armor... Spell\_Canva: © SFX\_BirdSound Methods © Update Spell\_icons velocitySpeed ଦ୍ଧ Start Spell\_SFX OnTriggerEnte selection wait\_timer spell slots ass OnTriggerExit Spell\_slots\_Car armor\_parts\_Le spells\_vfx\_parti Fields Fields Fields armor\_parts\_To basic\_transpera Lvl\_UP\_Strength Methods Calculate\_Escap stamina\_bar description curr value of i is\_magic\_Unloc DisplayArmor Stats\_Page\_Car iconSets Spell\_Canvas Check\_lf\_Player main\_characte 🔩 is\_need\_to\_be\_. is\_pintogram Task\_Page\_Can Correct\_Aggre item\_id emptySlots is\_spells\_Unloc Methods tasks text Enemy\_is\_Dead pintogramspell\_book spell Descri @ Enemy\_Outline selected\_transp spell\_lcor Inventory\_Can @ Search\_For\_Mai Spell\_Canvas itemID UI\_Magic spell\_Name ଦ୍ଧ Start 🔩 weight\_of\_anin GetRandom\_Po UI\_Spells spell\_UISprite Go\_To\_Player maximum seco Look\_Aroun\_Youn\_Youn\_Youn\_Young @ Activate\_Spel ଦ୍ଧ OnTriggerEnt ଦ୍ଧ Start Q Update Look At Player sum\_of\_necess ଦ୍ଧ Close ©<sub>B</sub> Loot\_Spawn Close\_Spell\_Boo value\_of\_1\_ingr Main Attack S യൂ Correct\_Amou Methods N earby\_Enemy DataOfltemsCh ©<sub>e</sub> Start Cleare КПІ.IT-0223.045440.06.99.ССК Destroy\_Icon © Create RandomAudio Open\_Inventor Reset\_Aggress Open Section Q. Reset Piglin Re Open\_Section Літера Maca Масштаб ♥ Open\_Section\_1 ♥ Open\_Spell\_Boo Reset\_RunAwa 🔍 Reset\_Sup\_Skill Підпис Дата Зм. Арк. № документа 🔍 Reset Run Away Розробив Терешкович М.О Діаграма класів Search\_Enemy, TurnOff\_Global Set\_Petrol\_Des 👊 TurnOff\_MiniM **Теревірив** Фіногенов О.Д Spawn\_Reinfor Q TurnOn\_Global © TurnOn\_MiniM © Update © Start Аркуш Аркушів . . контр. © Update @ Wait\_and\_Attack Update\_text\_of Ігровий застосунок моделювання поведінки КПІ ім.Ігоря Сікорського інтелектуальних агентів у 3D RPG з Н. контр. оловченко М.М Кафедра ІПІ

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використанням ігрового рушія Unity