Character Animation controller

Pathfinding where npc searches the mansion – modular

Fear meter – health bar fearless, to insane 100% timer that regenerate fearlessness {Will,Hammy}

NPC detects traps in the environment –

Ghost gets captures by eviler ghost

Player Interacting with NPC’s

Player Can check the mansion from different cameras locate in the mansion

Types of traps:

(Automatic)

1. Trap floor. NPC steps on trap and falls through the floor.
   1. Collider. NPC hits collider along the floor.
2. Trap walls. NPC moves between 2 walls and the walls close in.
   1. Same as #1.
3. Door locks behind NPC for x-amount of time.
   1. Collider(s) inside the room that cause the door to close behind the NPC.
4. Lighting a room on fire.
   1. Same as #3.
5. Some sort of animation (chairs flying, books flying, lights flickering, etc).
   1. Same as #3.

(Manual)

1. Maybe the same as 3-5 above, but they look different.

Parent class (abstract) trap.

* Type
* Collider/trigger => onColliderEnter(springTrap(NPC))
* Enabled/Set
* Manual/Automatic
* Fear value
* Escape chance
* Function: springTrap(NPC)
  + getRandom()
  + if(random % 100 < escapeChance)
    - skip fear reduction.
  + NPC.scare(fearValue);
  + Destroys trap.

Inherited classes

* TrapFloor
  + Define collider values.
    - Size
    - Position