

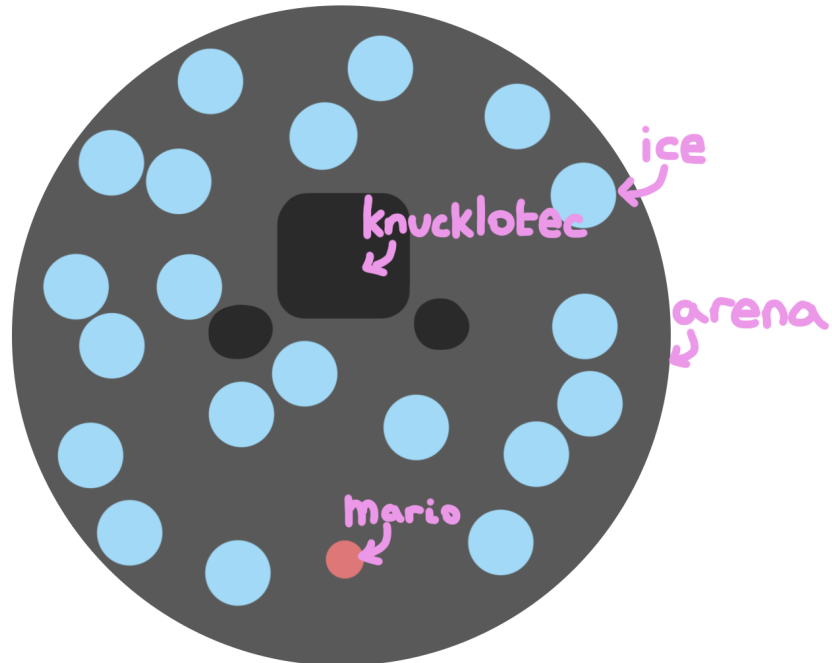
timestamp

5:19 - 5:28

characters

mario and knucklote

top-down diagram



how does knucklote move?

knucklote himself rotates to face the player, but his hands move by floating and slowly **steer** and **seek** the player. Once the hand is above the player, it will stop and punch the ground below

when does knucklote move?

knucklote moves as long as his hands are not on the ground. Once they hit the ground, they will either be injured from the ice, or presumably go back to normal.

why does knucklote move?

knucklote moves in order to try to kill mario through punching.

states

start: intro animation where knucklotec falls from the sky, uncovers his face, and prepares to fight

seek: one of his hands seek the player

punch: after a short delay, the hand will punch down into the ground

injury: if the hand punches the ground and hits ice, it will be stunned for a moment, and knucklotec will take damage

recover: the hand returns back to normal after the punch, injured or not

state changes

start > seek: triggers after start animation finishes

seek > punch: triggers after the hand is on top of mario

punch > injury: triggers if the hand hits ice after punch finishes

injury > recover: triggers after injury animation finishes

punch > recover: triggers if the hand hits nothing after the punch

state influence

start: no movement aside from animation

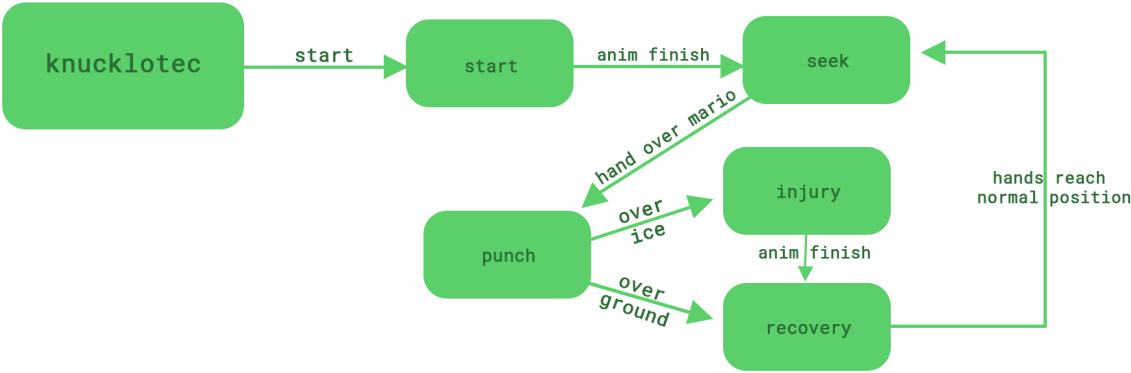
seek: moves hands and rotates body

punch: moves hands only

injury: no movement

recover: moves hands back to starting position

behavior diagram



super mario oddysey
knucklote (sand kingdom)
5:19 - 5:28

