<Pig>

-Pig changes state randomly at random interval.

-Use **object pooling** method to spawn pigs on the field

-Pigs of various **sizes(1-3)**

-Pigs of various personalities(relaxed, energetic, rough)

-Pig drops meat(pork chop) when dying(the bigger the pig’s size, the more amount of meat it drops)

Pig behavior:

|  |  |  |  |
| --- | --- | --- | --- |
| behavior personality | Relaxed | Energetic | Rough |
| Stands idley doing nothing | 40% | 20% | 10% |
| Walks in a straight line in ramdom direction | 50%  Speed:slow | 60%  Speed:fast | 20%  Speed:normal |
| Charge-attacks at  player | 10% | 20% | 70% |
| Runs away from the attacking dragon | All pigs run away outside of screen when dragon attacks. Then they return to where they were when the dragon goes back to sleep | | |

Animations:

-Standing idley

-Walking

-Charge-attacking

-Getting hit

-Dying

<Player>

-Attacks pig with sowrd to get meat

-Throws meat (to feed the dragon)

-Can use shield move to block attacks (from both pigs and dragon)

<Dragon>

<Items>

<GamePlay>