<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)

-When the dragon is attacking, pigs

1. Save the position of where they are standing right now as a return point

2. Run away toawrds a random runaway spot(there are several outside of visible map)

3. When the attack has stopped, return to their return point and resume chaning between 3 state behaviors

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 | | |

<Player>

(Programming Guidelines)

-Moves in 4 directions using WASD keyboard keys.

-Faces the direction of where the mouse cursor is at

-left mouse button click : attack with knife

-right mouse button click : throws meat(if the player has any)

-Has a sword with collider attached to it as a child object. The sword attack is activated on the frame the left mose button is clicked.

(Actions)

-Attacks the pig to get its meat

-Picks up meat items that are on the ground

-Throws meat (to feed the dragon)

<Sword>  
-Turn 'IsTrigger' off on its collider... but why????

Animations:

-Standing idley

-Walking

-Charge-attacking

-Getting hit

-Dying

<Dragon>

<Items>

<GamePlay>