**Assignment 3: identifying Level Ingredients – Hyrule Warriors – Phillip Conte**

**Heart**

Hearts drop sporadically on the battlefield. They replenish enough health to fill 1 heart container when picked up. Characters that have been upgraded can receive more health from a heart. They appear more frequently when players cut grass of bushes.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Heart | Is affected by character upgrades.  Never disappears until picked up. | * Grants health to character * Can drop from all enemies. * Can appear more often from cut grass * Remains on map indefinitely until picked up |

**Bombs**

The player receives this near the start of the first map. Players enter a cave and find a treasure box. Opening the box they receive the bombs. When exiting the cave, they are met with a newly formed wall of rocks blocking the exit. Using the bombs destroys the rocks. The bombs are used to destroy various rocks, walls and defences throughout the game. Bombs can also be used on enemies to cause minimal damage and stagger them. Players have an infinite amount of bombs, and throw 6 bombs at a time. Bombs can be temporarily upgraded with a power up. The powered up bombs cause the same environmental damage, but now causes massive amounts of damage on small and weak enemies and deal significant damage on bosses. Player’s also only throw 1 powered up bomb at a time. Players select the bombs through the d-pad left and right or with the touch pad on the game pad. The bombs must be used to be able to defeat the giant monster King Dodongo, as make him eat the bombs will allow him to be vulnerable for a short period.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Bombs | First item  Enables environmental destruction (very specific objects)  Deals minimal damage to enemies.  Staggers larger enemies  Is temporarily upgradable | * Found in the first map * Used for the duration of the game * Must be obtained to advance in the game (must break a specific wall) * Only way to kill King dodongo |

**Moblin**

This enemy is introduced at the start of the first mission; they are seen charging towards the player. These are the weakest enemies in the game. They are always found in large numbers and are used to display the large amounts of enemies on a battlefield. They are slow moving and deal minimal damage. They may drop the various upgrades, hearts, Tri-Force pieces and magic. They are not worth a lot of Rupees when defeated. Not to be considered a real threat. There are 2 variants, melee and archer. Their base health and damage are dependent on the difficulty level.

|  |  |  |
| --- | --- | --- |
| **Behaviour/Ingredient** | **Variables** | **Description** |
| Moblin | Melee Attack (does ¼ heart damage)  Ranged attack (does ¼ heart damage)  Health (1 heart) | * Introduced at the start of the first map * Used as “cannon fodder” * Hinder the player’s progression * Low attack chance, allows players to run past * Audio associated with this NPC will be high pitched squeals and snorting. * Animation consists of NPC running, attacking the player, jumping from side to side, or firing arrows at the player. |