**Hit Box Labels**

# - Sprites

* 1. Spr\_00\_Character\_Idle\_N(1)

# - Scripts

* 1. Scr\_01\_Control\_Manager
  2. Scr\_02\_State\_Manager
  3. Scr\_03\_Character\_Stats
  4. Scr\_04\_Universal\_Physics\_Manager
  5. Scr\_05\_Universal\_Action\_Manager
  6. Scr\_06\_Universal\_Animation\_Events
  7. Scr\_07\_ Character0\_Animation\_Manager
  8. Scr\_08\_ Character0\_Action\_Manager

# - Layer

* 1. Layer\_Stage

# – Character Actions

* 1. Idle – When the character is still in the ground.
  2. MoveFoward – When the character moves forward in the ground.
  3. MoveBackwards – When the character moves backwards in the ground.
  4. Jump – When the character jumps in the ground.
  5. Fall – When the character is falling.
  6. Crouching – When the character changes from idle to crouch.
  7. Standing – When the character changes from crouch to idle.

# - Animations

* 1. Anim\_01\_Character0\_Idle
  2. Anim\_02\_Character0\_WalkFoward
  3. Anim\_03\_Character0\_WalkBackwards
  4. Anim\_04\_Character0\_Jump
  5. Anim\_05\_Character0\_Fall
  6. Anim\_06\_Character0\_Crouch
  7. Anim\_07\_Character0\_Standing
  8. Anim\_08\_Character0\_DashFoward
  9. Anim\_09\_Character0\_DashBackwards
  10. Anim\_10\_Character0\_EndDash
  11. Anim\_11\_Character0\_NeutralLightPunch
  12. Anim\_12\_Character0\_NeutralMediumPunch
  13. Anim\_13\_Character0\_NeutralHeavyPunch
  14. Anim\_14\_Character0\_NeutralLightKick
  15. Anim\_15\_Character0\_NeutralMediumKick
  16. Anim\_16\_Character0\_NeutralHeavyKick
  17. Anim\_17\_Character0\_JumpLightPunch
  18. Anim\_18\_Character0\_JumpMediumPunch
  19. Anim\_19\_Character0\_JumpHeavyPunch
  20. Anim\_20\_Character0\_JumpLightKick
  21. Anim\_21\_Character0\_JumpMediumKick
  22. Anim\_22\_Character0\_JumpHeavyKick
  23. Anim\_23\_Character0\_CrouchLightPunch
  24. Anim\_24\_Character0\_CrouchMediumPunch
  25. Anim\_25\_Character0\_CrouchHeavyPunch
  26. Anim\_26\_Character0\_CrouchLightKick
  27. Anim\_27\_Character0\_CrouchMediumKick
  28. Anim\_28\_Character0\_CrouchHeavyKick
  29. Anim\_29\_Character0\_Crouching

# – Universal Animation Events

* 1. PassiveActionEvent - It is used to change the character to Passive Action, generally one more frame is placed at the end of the animation. *Used in:*
     + Final frame of *Anim\_04\_Character0\_Jump.*
     + Final frame of *Anim\_07\_Character0\_Standing*
     + Final frame of *all Normal Attacks (Anim\_11 - Anim\_16)*
  2. EndDashEvent - It is used to end the dash action.

*Used in:*

* + - Final frame of *Anim\_12\_Character0\_EndDash.*