**Hit Box Labels**

# - Sprites

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

# – Universal 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

# – Character Scripts

* 1. Scr\_07\_ Character0\_Animation\_Manager
  2. Scr\_08\_ Character0\_Action\_Manager
  3. Scr\_09\_ Character0\_SpecialMoves\_Manager

# – Special Moves Scripts

* 1. Scr\_A01\_InitiateObject
  2. Scr\_A02\_DestroyObject
  3. Scr\_A03\_ MoveFoward

# - Tags

* 1. Tag\_Player1
  2. Tag\_Player2

# - 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\_ToCrouch
  7. Anim\_07\_Character0\_Standing
  8. Anim\_08\_Character0\_DashFoward
  9. Anim\_09\_Character0\_DashBackwards
  10. Anim\_10\_Character0\_EndDash
  11. Anim\_11\_Character0\_StandingLightPunch
  12. Anim\_12\_Character0\_StandingMediumPunch
  13. Anim\_13\_Character0\_StandingHeavyPunch
  14. Anim\_14\_Character0\_StandingLightKick
  15. Anim\_15\_Character0\_StandingMediumKick
  16. Anim\_16\_Character0\_StandingHeavyKick
  17. Anim\_17\_Character0\_JumpingLightPunch
  18. Anim\_18\_Character0\_JumpingMediumPunch
  19. Anim\_19\_Character0\_JumpingHeavyPunch
  20. Anim\_20\_Character0\_JumpingLightKick
  21. Anim\_21\_Character0\_JumpingMediumKick
  22. Anim\_22\_Character0\_JumpingHeavyKick
  23. Anim\_23\_Character0\_CrouchingLightPunch
  24. Anim\_24\_Character0\_CrouchingMediumPunch
  25. Anim\_25\_Character0\_CrouchingHeavyPunch
  26. Anim\_26\_Character0\_CrouchingLightKick
  27. Anim\_27\_Character0\_CrouchingMediumKick
  28. Anim\_28\_Character0\_CrouchingHeavyKick
  29. Anim\_29\_Character0\_Crouching
  30. Anim\_30\_Character0\_StandingBlock
  31. Anim\_31\_Character0\_CroucingBlock

# – Extra Animations

* 1. Anim\_A01\_Character0\_Effects\_[RelatedAction]
  2. Anim\_B01\_Character0\_CommandInput
  3. Anim\_C01\_Character0\_SpecialMove

# – Universal Animation Events (Scr\_06)

* 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.*
  1. EndCrouchAttackt - It is used to end any action that follows it crouch.

*Used in:*

* + - Final frame of *Anim\_06\_Character0\_ToCrouch*
    - Final frame of *all Crouch Attacks (Anim\_23 - Anim\_28)*

# – Unique Animation Events (Scr\_07)

* 1. EndSpecialEvent- It is used to change the character to Passive Action, and turns off all the Special Move Bools.

*Used in:*

* + - Final frame of *all Special Attacks (Anim\_C01)*