**Practice 5minute demonstration using console commands:**

* *Spawn (enemy, ammo clip)*

**3rd person (pm\_thirdperson)**

* SysCVars.cpp
* Player.def

**Player Light Levels vs. Enemy Targeting System**

* single internal value that enemies require in order to target the player
  + OR maybe on a limb-by-limb basis (eg the leg is sticking out)
* Bumping an enemy alerts to player location (regardless of light level)
  + Possibly in code already due to approach-from-behind code

**Eight (8) Stealth Weapons**

* Modify appropriate AMMO def files to give ammo to appropriate weapons
  + And have them displayed as such (“picked up sticky bombs”)

1. Knife
   * Change gauntlet animation, damage, sound
     + Check doom3 assets (if I have the cd)
2. Sticky proximity bomb (thrown)
   * Doesn’t have to be grenade projectile
   * *Tough demonstration given enemy rapid movement*
   * Hitscan/trace?
3. Sticky player-trigger bomb (thrown)
   * Doesn’t have to be grenade projectile
   * Player can toss as many as they want
   * Once the explode all trigger-bombs button is pressed, THEN they blow
   * Can stick to walls and(?) enemies
4. Silenced pistol
   * Greater damage, not hitscan?, different sound, laser pointer instead of crosshair
   * NOT infinite ammo
5. Paralysis gas bomb (thrown, timed)
   * Localized paralysis 🡪 duration of stagger animation and/or ragdoll trigger
   * Only affects strogg (includes strogg version of player)
6. Flash-bang bomb
   * Doesn’t have to be grenade projectile
   * Temporary “blindness” 🡪 enemies have no target and/or randomly trigger attacks for a duration
   * Can affect player (double vision) *if looking at it* (possibly)
7. Sticky “jump plate” projectile
   * Forces enemy to be pushed vertically when touched
   * Duration of stagger animation and/or ragdoll trigger
   * Permanent fixture (doesn’t disable after one enemy trips)
   * Doesn’t affect legless/flying enemies who don’t *physically touch it*
   * Doesn’t affect player AND player doesn’t deactivate it
   * *Easier visual demonstration than sticky proximity bomb*
8. Shotgun TASER
   * Enemy gets electrocution/stagger/ragdoll animation/trigger
   * Different sound and projectile (possible two-wire line travelling from gun)
   * Railgun is a hitscan that produces a visible trail the sustains for a duration
   * Extra: depending on enemy rank/size/listing it ragdolls🡪staggers🡪damages w/o stagger
9. Sticky/recon distraction camera
   * Changes player POV to *point* of camera contact (and possibly to projectile as it flies)
     + Possibly allow player to look around without moving
   * Player triggers a sound that emanates from the projectile
   * The particular sound draws enemies towards it
   * *Possibly combine with paralysis gas and/or player-trigger explosion routines*
   * Player uses separate key-press to return to player POV

**Four (4) Magic Spells**

1. Chain lightning hand
   * Player body animation, use the chaining code from the lightning gun
   * Make it sticker and more damaging
2. Force push/pull telekinesis
   * One button pulls a single targeted item in, another forcefully pushes it away
     + possibly making it a projectile or doing damage to the thrown enemy if its momentum is suddenly stopped by a wall
     + A push takes a chunk out of the mana cooldown
     + A pull slowly drains the mana cooldown
     + Possibly have the push/pull affect enemies of different masses (quake-push code probably already does)
3. Raise dead
   * Green lightning animation
   * Only works on recently dead enemies prior to its dissolve code executing
   * Raises the enemy to target other enemies AND follow the player
   * A broken cast restarts the dissolve countdown
   * The spell must be cast for a certain duration in order to fully raise the dead
4. Localized shroud
   * Creates a dark/thick cloud around player AND follows the player as long as it’s being cast
   * Use dark matter gun projectile graphics
   * Reduces player light levels such that the enemies cannot see the player
   * Shroud lasts for a few moments after the cast stops (allowing the player to attack from within the shroud—hence “Black Thunder”)
   * Possibly cause enemies to “cower” animation who would target the player while in shroud

**Magic System**

* Change a *single* item to insta-reset all spells
* Extra: make god-mode give infinite mana
* Different selection mechanism from main weapon scroll wheel (“ctrl” toggles)
* Mana duration/chunk use per spell (not a common “spell slot” or “mana pool”)
* Only begins regen once the full bar is depleated
  + cannot be cast while in regen mode
  + each has its own regen rate

**HUD/UI**

* Re-activeate crosshair and hud for 3rd person (it disappears in single-player)
* Sound intensity of player/ambient AND limit point for detection
  + Look in enemy ai for their listening
  + Find where the player makes noises that enemies can hear (footsteps, gunshot?)
* Light intensity on player AND limit point for detection
  + Somewhere in the display/draw code for light/shadow
* Mana cooldown on spells AND which is selected
  + Check weapon-select code (because the hud flashes the icons when switching)
* Sound, light, and mana rectangles with change size and COLOR depending on *internal values*
  + Include trigger lines for sound and light HUD