INTERACTION RAYCASTING SYSTEM

start.

● ⟶ IRS SEND REQUEST

⟹ raycast sent.

ECE Detect Interacable
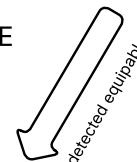
⟹ no raycast received.

end.

◉

received raycast.

INDEX
(1) How it changes us. (Player)

(2) How it changes the environment.
(World)

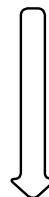(3) How it changes an entity.
(NPC or other)

(2) CHANGEABLE

(1) EQUIPABLE ⟹ detected equipable.

⟹ detected changeable.

detected effectable. ⟹ (3) EFFECTABLE

CALL OBJECT'S IRS

CALL ENVIRONMENT IRS
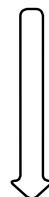
CALL ENTITY IRS

(1)(e.g) -
Flashlight gets raycasted. "Equipped" by player and changes player data to have that function. Such as, new funcion "F" using flashlight.

(2)(e.g.)-
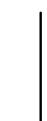Door gets raycasted. "Opened" function on door gets called. Changes door data to opened state.

(3)(e.g.)-
NPC gets raycasted. Changes state to "Interacted" or thinks of the like. Allows for dialogue to start.

⟱ accepted raycast. finish.

CHANGE PLAYER DATA

⟱ accepted raycast. finish.

CHANGE ENVIRONMENT DATA

⟱ accepted raycast. finish.

CHANGE ENTITY DATA

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